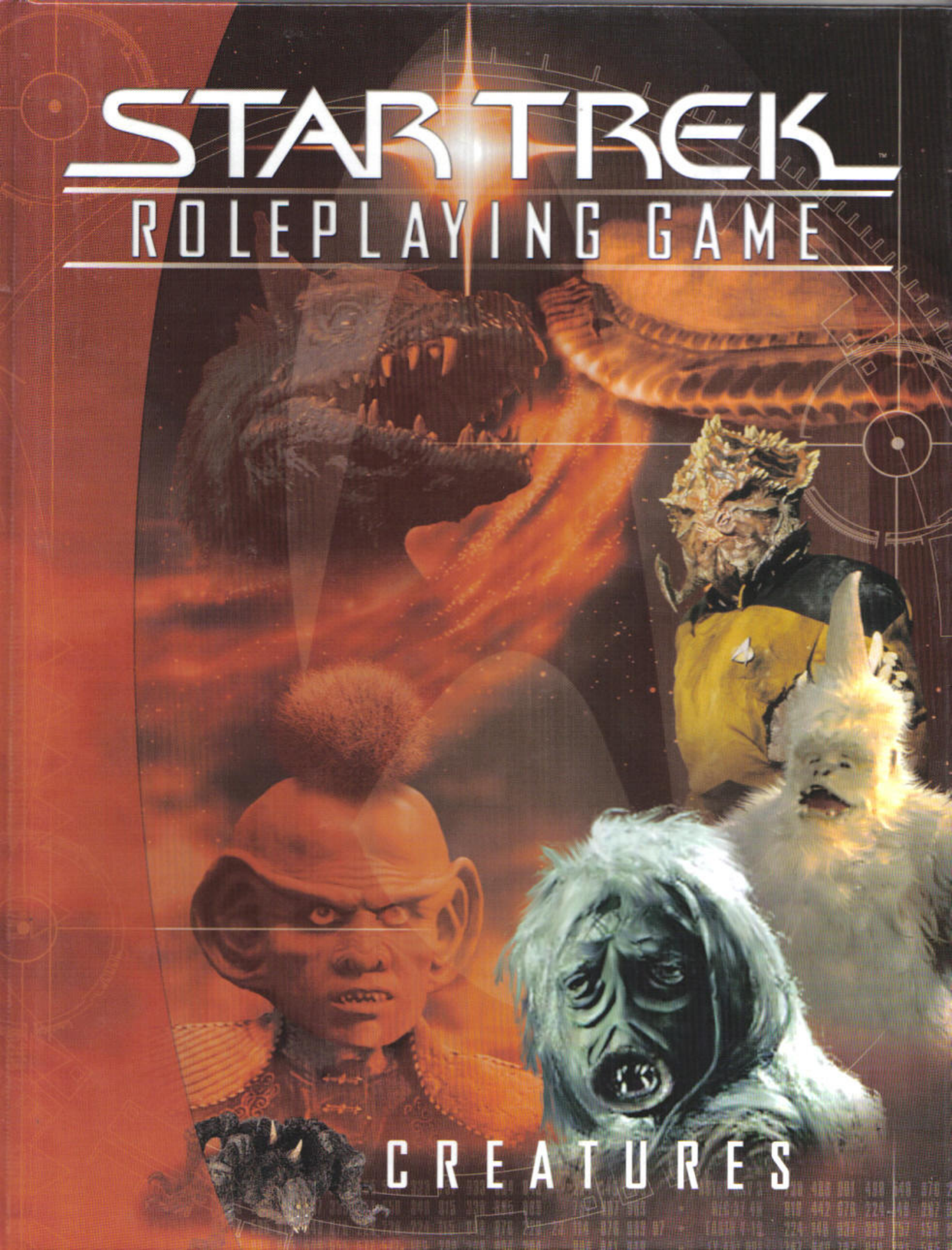
STAR TREK™

ROLEPLAYING GAME



CREATURES

STAR TREK™
ROLEPLAYING GAME
CREATURES

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The Decipher RPG staff who have departed on bold new journeys: Jeannie Glover, whose layout and design ops helped formulate the presentation of Decipher's *Star Trek* CODA products. Ross A. Isaacs, who served with distinction at the helm during the genesis of the *Star Trek* CODA project. Paul Timm, who bravely donned a red shirt and manned his station until reinforcements could arrive. Here's to our friends and comrades-at-arms who took the conn so that this book and others could see the light of day.

DISCLAIMER:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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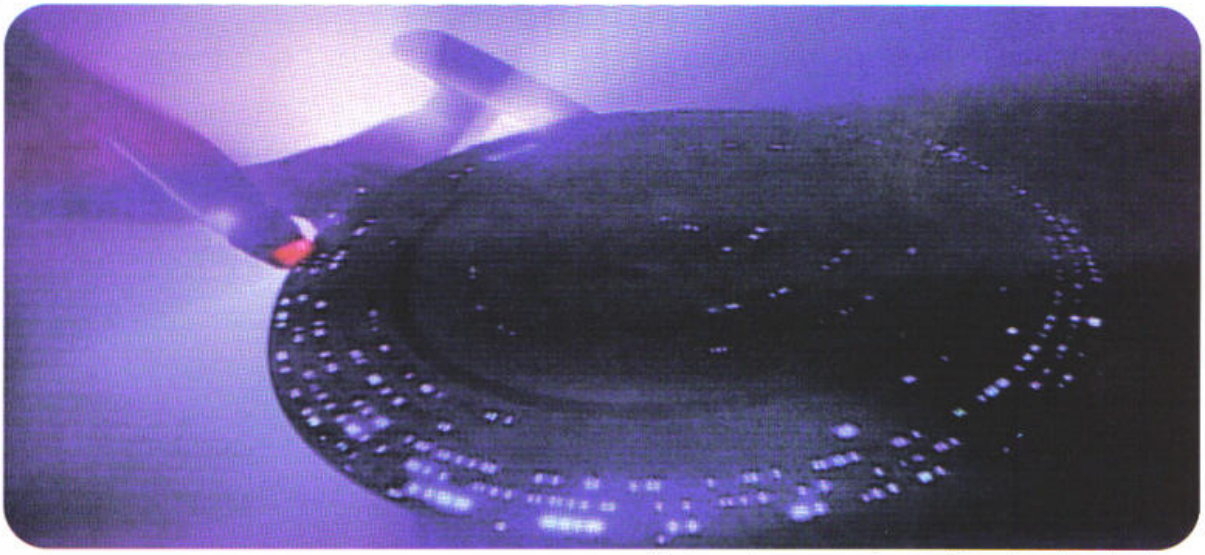


INTRODUCTION

From its debut, *Star Trek* has featured a number of fabulous creatures to challenge the physical and mental faculties of heroic Starfleet officers. These mysterious and often perilous creatures make for exciting drama, fascinating the viewers who share the thrill and wonder experienced by the stalwart crew.

In the *Star Trek* roleplaying game, creatures play the exact same role in episodes of your own devising. Though perhaps not central to your series concept or weekly episode, creatures and the challenges they present can serve as interesting subjects for roleplaying encounters. A creature can add spice and color to an exotic locale, it can be a challenge in the middle of a plot twist, or it can even be an example of how to face a parcticular problem.

Whereas the majority of material in this book provides a selection of ready-made creatures for you to use in your episodes, this chapter expands on the material presented in Chapter 12 of the *Star Trek RPG Narrator's Guide*. Specifically, this chapter provides resources and guidelines to assist you in designing creature encounters for your series and episodes.

CREATURES IN STAR TREK

As explained in the *Star Trek RPG Narrator's Guide*, a creature can play a number of roles—an element of setting for narrative color, a momentary threat to occupy the Crew, a prime mover serving as the central challenge of an episode, or a red herring to sidetrack the Crew from its main objective. These generic roles can also be considered applications for creatures in Star Trek stories. As a Narrator, you can either create an episode with a parcticular application in mind, or apply a creature encounter as a means of achieving a specific story effect, such as presenting a diversion, introducing a mystery, establishing an antagonist, and so on.

Regardless of the purpose, once you decide to include a creature in your episodes, you need to begin planning the encounter. There are two common approaches to planning encounters. The first involves plotting a role for a creature in an episode, choosing or designing a creature to fill that role, and creating the elements of each scene or encounter. This methodology works well for all of the creature roles presented in the *Star Trek RPG Narrator's Guide*.

The other common alternative is to allow for random encounters when the Crew enters a setting where a parcticular creature or creatures is likely to be met. In these situations, allowing random chance to determine whether the Crew runs afoul of a strange or dangerous creature can lead to a great deal of suspense and surprise. This chapter provides guidelines for handling both types of encounters, so you can choose whichever method works best when creating an episode for your game.

CREATURE ROLE REVISITED

The *Star Trek RPG Narrator's Guide* covers the fundamentals of creature design. By using the tools presented in Chapter 12 of that book you can make any variety of creatures to serve various roles in your stories. For example, you can create a bizarre animal to serve as a momentary threat in a single encounter, or design an enigmatic energy being to foil the Crew throughout an entire episode.

Although you may create or select a creature to appear in numerous scenes throughout an episode or series, the creature role generally refers to the purpose of an individual encounter or scene. For example, a creature designed for narrative color won't be sufficiently detailed to serve as a momentary threat in a

EXPANDED CREATURE ROLES

The following entries present a number of functions that creatures may serve in *Star Trek* episodes. Although the listed options can apply to any creature role, they are most applicable to the momentary threat and prime mover roles.

CULTURAL DILEMMA

SOCIAL ISSUE: The creature's existence or treatment provokes two or more factions to clash in the political arena. The Crew must circumnavigate these issues when dealing with the creature, and perhaps arbitrate a diplomatic resolution among the opposing factions. A culture might be unknowingly hunting a creature to extinction, while that very hunting provides a culturally-important rite of passage; the Crew might try to show the values of an enlightened culture that does not focus on the hunt, or may engineer ways to improve the survivability of the creature, or might just become wealthy by breeding and selling the creature for its uses.

SYMBOL: A superstitious society worships or exalts the creature as a cultural symbol or religious icon. In dealing with the society the Crew must confront the creatures' symbolic impact on the culture as well as with the creature itself. Successfully defeating the feared Astrakian sword bull in the gladiatorial arena might favorably predispose the Astrakians towards signing a treaty.

MORAL DILEMMA

ENDANGERED SPECIES: The creature's species is in danger of becoming extinct. The Crew must take efforts not to kill or harm the creature when dealing with whatever challenge its existence presents.

PEST: The creature species or its habitat obstructs the progress, operation, or convenience of a civilized culture's way of life. The Crew must wrestle with the moral dilemmas arising from the proposed methods of eliminating the pestilence.

PHYSICAL THREATS

GUARDIAN: The creature patrols or defends a parcticular territory, lair, or object. The Crew must overcome the creature to access the area or object unimpeded.

HOST: A non-aggressive, possibly even domesticated, creature carries some parasite or disease that threatens the cohabitants of a colony, city, or starship. The Crew must eliminate the threat without becoming infected.

PREDATOR: The creature actively hunts the Crew as prey. The Crew must avoid or eliminate the threat posed by this predator.

SCIENTIFIC ENIGMA

ANOMALY: The creature demonstrates some extraordinary form, characteristic, or ability that makes it an object of curiosity and study. The Crew must locate the creature and either capture a specimen or study it in the field.

ATAVISM: The creature is believed to be extinct and should not exist or survive in the encounter setting; yet some unknown quality enables it to do so. The Crew must explore this mystery and eliminate any threat the creature poses.

combat encounter. Similarly, a creature designed as a momentary threat probably lacks the complexity and depth required to appear as the prime mover, or antagonist, of an entire episode.

For these reasons many Narrators view the creature role as the guiding principle when planning and narrating a creature encounter. Proceeding from the required role, the Narrator chooses a creature, plans one or more encounters, and narrates the scene or scenes—using creatures in your games can really be that simple.

But Narrators are ever in search of new and interesting methods for inserting creatures into their stories. How, for example, do you distinguish one creature encounter from the next? Certainly, different creatures present unique challenges, but what makes one momentary threat feel different from any other? What makes the new threat creature more challenging or interesting than the last one? By expanding the role to account for story nuances, it is easy to address these questions and create memorable creature encounters.

EXPANDING THE CREATURE ROLE

Differentiating a creature encounter begins by expanding the role of a creature. For example, when you assign the role of momentary threat you need to have some idea regarding what type of threat the creature poses. In many cases, creatures present physical dangers to the Crew. Creatures such as the *mugato* or M-113 salt vampire may attack with the intention of harming or killing members of the crew. But creatures can also pose psychological horrors, scientific mysteries, moral challenges, and even social obstacles for the Crew to overcome. See "Challenge" for more information about planning encounters and estimating difficulty, and the sidebar "Expanded Creature Roles" for more information.

CREATING ENCOUNTERS

Once you know the purpose for introducing a creature into your episode, you need to establish several key elements that form the basic structure of an encounter. The following sections outline the components for building encounters. See "Creature Episodes" (on page 17) for more about organizing and integrating your encounters into a storyline.

Elements of an Encounter

Every creature encounter consists of three fundamental elements: setting, challenge, and action. The setting describes the location where the encounter takes place; this may be the creature's natural habitat—its hunting territory, breeding grounds, or lair—or some other location where circumstances have conspired to situate the creature outside of its indigenous environment. Unusual settings might include civilized areas bordering on the creature's habitat, zoos or ecological preserves on distant planets, or even starships and space stations where the creature might be studied, confined, or even bred.

The challenge of a creature encounter represents the inherent obstacle, danger, or difficulty resulting from the creature's presence, whether derived from its might, strangeness, or sheer numbers. In terms of episode creation and story design, the challenge of an encounter equates to the purpose of the scene or scenes in which the creature appears. Whereas every scene has a purpose, every creature encounter poses some mystery, threat, or other challenge for the Crew to experience and resolve. In this sense, the challenge of an encounter represents an extension of its role.

Based on the setting and challenge, the action of a creature encounter refers to what happens, not only in terms of character actions but also creature behavior before and during the scene. Presumably, creatures go about their natural activities until the Crew encounters them and disrupts their routine. So in a sense, most encounter action begins *in medias res*, when the Crew makes first contact and prompts the creature to respond to their presence and actions.

THE ENCOUNTER PROFILE

An encounter profile is an expanded scene card that has been customized for use with creature encounters. See page 95 for a sample you can photocopy for personal use. When designing an encounter, the encounter profile simplifies narration and record keeping. In addition to completing the entries on the form, you can use of the back of the form for making additional notes.

Setting

There are a number of ways to stage creature encounters to make them interesting to experienced players. When planning your introduction, you should start by considering the creature's role and the location where you'd like to set the encounter.

When choosing a setting, you'll need to consider whether the encounter will take place in the creature's natural habitat, in a nearby area, or in some remote location where the Crew least expects it.

For example, while exploring an uncharted planet a survey team could encounter the creature and learn its strengths, weaknesses, and habits by monitoring it in its native environment. Alternatively, the Crew might encounter a creature terrorizing a nearby settlement, or even a civilized area where the creature has escaped from confinement. Each of these situations presents a unique scenario, with a number of potential challenges stemming not only from the creature, but also the setting and local circumstances.

Habitat

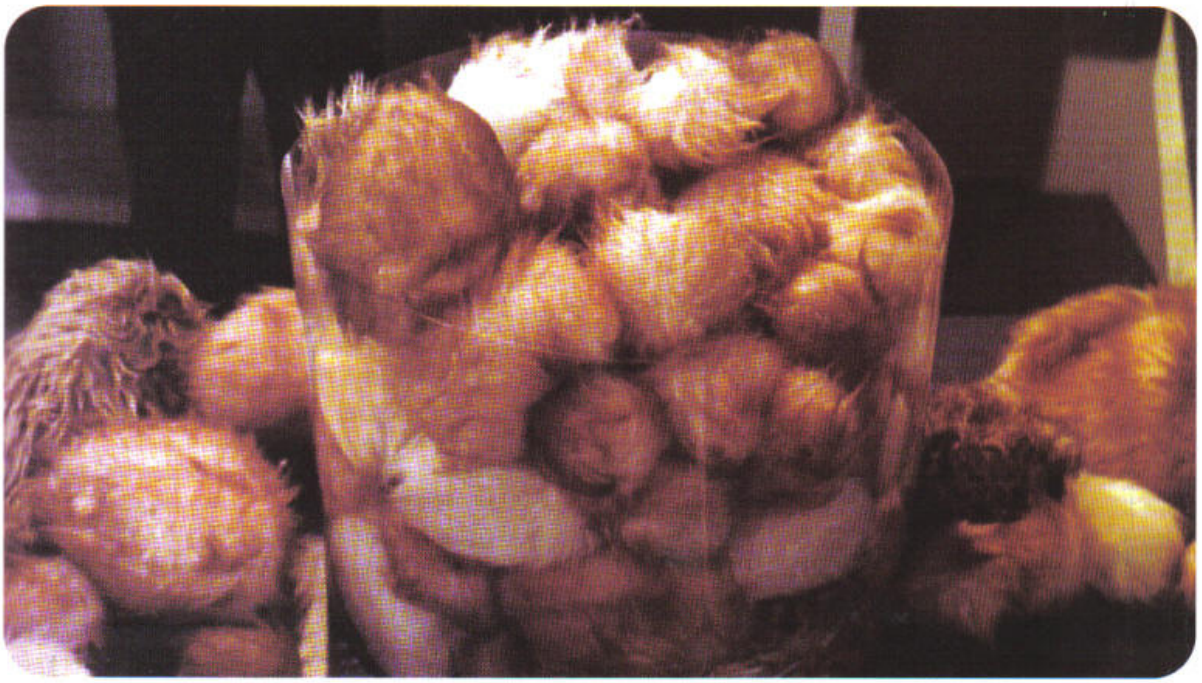
A creature's habitat refers to its natural environment. Describing a creature's habitat can include any amount of detail, but if you touch on four basic aspects, you'll know everything you need in order to manage the creature through a number of encounters. The four primary aspects of habitat include climate, terrain, territory, and lair.

Climate: Climate describes the average temperature, humidity, and weather characterizing the creature's natural environment. You can choose from terrestrial climates presented on Table 1.1, or make up your own description such as hot and arid, cool and rainy, and so on.

Terrain: Terrain refers to the topographical features—dunes, forest, wetlands, mountains—marking the creature's native habitat. You can choose from among the Terrestrial descriptors on Table 1.1 or make up your own descriptions (ice marsh, obsidian glade, toxic quagmire, and so on) to account for specific geological or extraterrestrial terrain features.

Territory: How large a geographical area does the creature claim as its territory? Some creatures mark and protect a specific physical region, while others only defend their immediate space. In describing the scope of the creature's territory, you can pick from Table 1.1, or make up your own description. Often Narrators find it more useful to map a creature's territory rather than to assign a spatial measurement.

Lair: Does the creature have a lair—some sort of den, warren, nest, cave, pool, or other living space, where it sleeps, feeds, breeds or otherwise frequents? If so, does the creature build its lair or lay claim to a suitable spot in its natural habitat? You can choose from among the lairs presented on Table 1.1 (including the possibility for no lair), or make up your own



description. It is also useful to make a list of the activities the creature most often pursues while in its lair. Keep in mind, some creatures make lairs unlike their preferred territory; for example, an amphibious creature might make its lair in a dry cave next to a large body of water where it spends most of its time hunting and hiding from land-based predators.

Table 1.1 Creature Habitat lists a range of available options within each category. When designing a creature, you can choose from the table or roll randomly for each aspect. Rolling randomly may produce some strange combinations, so be prepared to provide innovative explanations if you want to provide a scientific rationale for the creature's habitat description. Once you've made your selections, you can record them on your creature profile (see page 96 for an updated Creature Profile).

Setting and Story

Regardless of whether you plan to introduce the creature in its natural surroundings, knowing about its native habitat allows you lay a rational foundation for a creature encounter. For example, if you know a creature prefers a dark, damp habitat, you might logically choose a murky rainforest or beachside cove as the setting for an encounter. On the other hand, if the creature were to encounter a renegade specimen in a nearby urban settlement, they might find the creature hiding in an industrial treatment facility, or warm underground tunnel complex.

When the Crew encounters a creature in a particular setting, they can deduce information about the creature from its environment. By exploring the terrain, experiencing the climate, and discovering signs of habitation, feeding, and

ECOLOGY AND HABITAT

Except for the most exotic life-forms, most creatures play an important role in their native ecosphere. As predators and prey, they occupy a place in the food chain and demonstrate instinctual patterns that enable them to survive in their habitat.

For these reasons, you can scientifically rationalize a creature's habitat by extrapolating from what you know about its form, diet, feeding habits, and size. For example, if an herbivore subsists by grazing on long grasses you could reasonably argue that it thrives in a temperate or subtropical climate with a terrain marked by abundant grasses. In such an environment, the creature might not need a very large territory to survive, because food is plentiful and grows back quickly. If, on the other hand, you chose a cool climate or barren terrain, you might increase the scope of the creature's territory reasoning that the scarcity of vegetation and slow replenishment rate causes the creature to eat and move on, traveling through its territory in a slow, migratory pattern.

The important thing to remember is that all four aspects of habitat link to form a broader picture of the creature's behavioral pattern and place in the ecosystem. Predators need to hunt for food. If a specific animal they prey upon roams a broad territory, it is likely they will follow its migration. That could result in an equally large territory for the predator with no permanent place to make a lair. Alternatively, if the predator were to prey on a number of different animals, then perhaps it would stake out a small, static location near a local watering hole, where lots of different wandering herds come to find nourishment.

TABLE 1.1 CREATURE HABITAT

Roll (2d6)	Climate
2	arctic
3-4	subarctic
5-8	temperate
9-10	subtropical
11	tropical
12	other
Roll (2d6)	**Terrain**
2	aerial/atmospheric
3	aquatic/oceanic
4	desert/waste
5	forest/jungle
6	hills/highlands
7	mountain/glacial
8	plains/flatland
9	steppe/plateau
10	subterranean/cave
11	swamp/wetlands
12	other
Roll (2d6)	**Territory**
2-3	none
4-6	self*
7-8	1 square km
9-10	10 square km
11	100 square km
12	migratory**
Roll (2d6)	**Lair**
2-4	none
5-8	natural formation†
9-11	artificial structure††
12	self-built lair†††

* The creature considers the area around itself to be its current territory. The territory consists of a circle with a radius equal to the creature's Perception x 10 meters.

** The creature migrates across a large area, although it does not necessarily consider all area it crosses to be its territory.

† The creature inhabits a naturally occurring formation such as a cave, sink hole, tree trunk, pond, river, and so on.

†† The creature inhabits some sort of artificial structure such as a ruined building, garbage heap, drainpipe, quarry, and so on.

††† The creature inhabits a lair it built itself, such as a nest, brush pile, dam, and so on.

nesting, the Crew can learn a great deal about a creature and perhaps anticipate its behavior.

When an encounter occurs outside of a creature's habitat, the purpose of the encounter may not require the Crew to investigate or understand such things about the creature, but might still require them to deal with the ramifications of the creature's biological needs (such as making sure the creature doesn't prey on crewmembers or destroy sensitive equipment in its wake).

Having considered a creature's habitat and the behavior another habitat is likely to produce, you can choose or create a setting that fits into the structure of your series and episode. Once you've chosen, record the location under the "Setting" entry on the encounter profile (see page 95). Make any additional notes as needed.

Challenge

Like setting, the challenge element of an encounter depends largely on the role of the creature initiating it. Momentary threat creatures generally present less danger and difficulty than prime mover creatures. It is also possible for momentary threat creatures to present a severe challenge in the space of a single encounter, whereas a prime mover might present less immediate danger, but proves much more difficult to defeat or circumvent over the course of many encounters.

In terms of planning or estimating the difficulty of a challenge, it is best to handle each encounter on its own merit. For example, even though a prime mover creature may be hard to find, difficult to trap, or impossible to kill, it can present different challenges each time it makes an appearance in an episode. From this perspective, establishing challenge and difficulty becomes much simpler when taken one encounter at a time.

There are two primary methods for handling challenge with regard to creature encounters. The first method applies to non-combat encounters, and requires only a general notion regarding what actions the creature and Crew are likely to perform. The second method applies to combat encounters, and is somewhat more involved.

Encounter Difficulty

Non-combat encounters typically require the Crew to interact with a creature in some tangential manner. A typical non-combat encounter might require the Crew to find, track, or study a creature using skills such as Observe or Science and making corresponding tests against a predetermined difficulty level.

Estimating and adjusting the difficulty of combat encounters doesn't work well with mathematical computation because of the large number of tests required with varying TNs. For this purpose, a special "TN Equivalent" rates the difficulty of the creature. This is an arbitrary number representing the difficulty the Creware likely to have in overcoming the creature, whether they do so in combat, by stealth, by wits, or through intimidating displays of might. Sometimes a parenthetical quantity of monsters follows the TN, representing the difficulty for a group of that size. For example, Aldebaran serpents have a listing of TN 10 (3), which means that a trio of serpents counts as a TN 10 encounter for a nor-

mal Crew. When there is no parenthetical note, the TN Equivalent represents one creature.

TN Equivalents correspond to the standard target numbers assigned to tests, with the addition of the "Legendary" level, which corresponds to creatures that even Starfleet's finest would be unlikely to defeat successfully.

TN Equivalents are useful when awarding experience points for defeating creatures. For more information see "Creature Experience Awards," on page 10.

This method of approximation must be applied in a necessarily loose manner: Characters of equal advancement can possess widely divergent combat capabilities, just as creatures of the same relative advancement values can pose vastly different levels of threat to the Crew.

When advancement pick comparisons don't yield meaningful results, you can approximate challenge difficulty by comparing the characteristics that apply to combat situations. These include Quickness and Fortitude reaction levels, combat skill levels, Health, Wound levels, Defense, armor, attack damage, and special abilities that pertain to combat, injury, and recovery.

Whereas you could reduce these characteristics to advancement pick equivalencies and compare the values, some characteristics don't translate well into advancement picks, which complicates the process significantly. Instead, count the number of characteristics where the creature outclasses the most able crewmember and vice versa.

List out the areas where the Crew has members better than the creature, and areas where the creature has strength over the crew (counting different areas listed above such as Health, special combat abilities, etc.). Subtract the number of Crew areas of strength from the creature's areas of strength. Finally, add this number (positive or negative) to TN 15 and deduct 5 for each crewmember you expect to participate in the encounter. The final number will give you some indication as to the relative TN of the encounter. However imprecise, this system will give you some idea whether an encounter you've planned will be too easy or too overwhelming for the Crew in question.

For instance, if a creature has better Quickness and Stamina reactions, better hand-to-hand combat skills, and better Wound levels than the crew, but lags behind in attack damage and special combat abilities, your creature has 3 advantages to the Crew's 2. Subtracting the Crew's strengths (2) from the creature's strengths (3) yields a one-point advantage in the creature's favor. Add this to a base TN 15, and the creature counts as a TN 16 challenge.

Don't forget: If bypassing, capturing, or defeating a creature is also a story or scene objective, then there may be additional experience rewards for fulfilling that goal (see the *Star Trek RPG Narrator's Guide*, page 125).

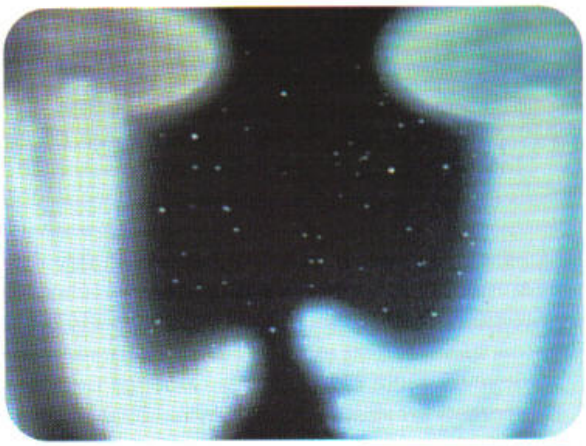


TABLE 1.2: TN EQUIVALENTS

TN Equivalent	Description	Example
5	Simple	Ceti Eel (adult)
10	Routine	Aldebaran serpents (trio)
15	Challenging	Berserker cat
20	Difficult	Consciousness Parasite
25	Virtually Impossible	Dikironium cloud creature
30	Legendary	Giant space amoeba

Advancement Pick Values

You can give a creature advancement picks to make it tougher, but don't forget to adjust the TN. Since you can't assume that some creatures will automatically have certain professions, and that various advancements are on the "professional discount," it's best to calculate advancement pick totals with the non-professional costs:

Effect	Picks
+1 attribute (over 7)	+5
-1 attribute (less than 4)	-5
+1 skill level	+2
Skill specialty	+2
Gain flaw	-2
Gain edge or upgrade	+2
+1 reaction	+3
+1 Courage	+3
+1 Health	+5
+1 Renown	+2
Special ability	variable*

*see *Star Trek RPG Narrator's Guide* page 212

Adjusting the Difficulty

You can always adjust the difficulty of an encounter as you play. If you find a creature is too tough, you can change the circumstances to lower the difficulty of certain tests required of the Crew. Alternatively, you could describe the situation differently to warrant increasing the difficulty of opposing actions taken by the creature. In either case, the responsibilities of setting, judging, and describing the challenges posed by a creature are yours. If the story takes a turn for the worse, perhaps depriving the Crew of a character or piece of equipment they need to overcome an

encounter, then you'll have to make adjustments to your encounter on the fly.

Multiple Creatures in an Encounter

The number of creatures appearing in an encounter drastically affects the overall difficulty of the encounter. In discovery or pursuit encounters, increased numbers usually lower overall difficulty because finding signs or traces of the creature becomes easier. But multiple creatures in other encounters, such as combat situations, makes the scene much more challenging because the Crew has two or more creatures to interact with and overcome.

Organizational Pattern & Social Habits

Some creatures live a solitary existence while others group into communal packs or herds. While there are many ecological factors that contribute to this behavior, a creature's feeding habits can give you sufficient information to formulate some notion of its organizational pattern and social habits. For example, chasers often hunt in pairs or small packs whereas pouncers have better odds hunting alone.

Like habitat, knowing details about a creature's organizational patterns helps you create a rational context for its behavior within your story. Perhaps a solitary creature the Crew encounters is a renegade, hunting for food outside of its established territory. Or maybe the creature has just been separated from its pack during a long migration from seasonal breeding grounds. While either situation makes for an interesting encounter, the precise circumstances determine whether there's likely to be additional encounters after the Crew deals with the first creature they meet.

Additionally, the organizational pattern helps to determine how many creatures populate a region of a planet or the setting for an adventure. Armed with this information, you can plan a number of encounters and provide for random encounters as the Crew explores a planetary region or parcticular setting.

Although you could just assign a number of creatures to an encounter randomly, doing so provides neither a narrative context for the encounter nor sufficient information for players to evaluate their character's predicament. For example, if the Crew observes a mated pair of glacier cats then captures one of the creatures for study, it is reasonable for them to assume one of the cats is still out there, searching for its lost mate.

Table 1.3 presents a several categories for assigning a specific number of creatures to each encounter. While creature organization can be reasonably explained by feeding habit, you may substitute another aspect of its ecological makeup as the determining factor. Creature form and special abilities may warrant certain organizational patterns, as could a number of factors associated with creature behavior (see "Creature Demeanor" page 14, for more information). Regardless of your methodology, you should assign your creature some type of organizational pattern to assist you in assigning reasonable numbers to your encounters. Once you've determined its social habits, you can choose a number of creatures for each encounter from Table 1.3, or determine the number randomly.

HIDDEN NUMBERS

There are many ways to give the Crew clues regarding the number of creatures that populate an area. Telltale signs such as footprints, torn up vegetation, leftover carrion, and such are great for suggesting the passage or presence of creatures unseen. Similarly, howls in the night, glinting eyes in the dark, and darting shapes in the mist can also suggest number while creating a mood of danger, mystery, and suspense. Such hints not only serve to foreshadow a subsequent face-to-face encounter but also evoke a sense of wonder and drama that can make each creature encounter feel unique.

TABLE 1.3 CREATURE ORGANIZATION

Die Roll	Organization	# Encountered
0-2	solitary	1 creature
3	mated pair	2 creatures
4-5	hunting pack	2-12 creatures (2d6)
6-8	small herd/flock	6-36 creatures (6d6)
9-10	herd/flock	12-72 creatures (2d6x6)
11	large herd/swarm	48-288 (2d6 x 24)
12+	colony/infestation	200 x 1200 (2d6 x 100)

Experience Awards

The new TN Equivalent characteristic is a useful tool when the time comes for the Narrator to hand out experience points. The rules on page 125 of the *Star Trek RPG Narrator's Guide* for awarding experience based on successfully completing tests stipulate that normally only one of many similar tests in a given scene can be converted into experience points. Rather than keep track of all tests made in an encounter with a given creature, the full TN Equivalent can simply be awarded to all player characters who participated in overcoming it. This can be done now matter how the creature was overcome—by combat, stealth, wits, or intimidation.

When this rule is used, the TN Equivalent of a creature should be modified by other facets of the encounter before it is awarded. Some such modifications are enumerated in Table 1.4: Experience Modifiers for TN Equivalents, but Narrators are free to apply additional modifications as the situation warrants.

While it may at first seem that 20 experience points is poor recompense for each member of a party that successfully overcomes (for example) a Consciousness Parasite, it should be noted that—in any well thought-out scenario, anyway—defeating a Consciousness Parasite would also represent the successful completion of a scene goal, and probably also a primary or secondary story objective, all of which would increase the party's experience award for the evening's play.

ACTION

Planning and narrating creature encounters always comes down to action. What is a creature doing when the Crew encounters it? How does it react to their presence or intrusion? Does it have special qualities or abilities that make study, pursuit, capture, or defense difficult for the Crew? If so, what actions will crewmembers need to take in order to overcome whatever challenge the creature presents?

This section guides you through various options in order to address these many questions. Like any other scene in your episode, creature encounters serve a narrative purpose; it is your role to describe the action so that the player Crew can discover and accomplish this purpose. Otherwise, the creature encounter may not serve the role you originally intended, perhaps resulting in a "red herring" creature becoming a prime mover in a protracted subplot or even worse, resulting in the abrupt disintegration of a creature intended as a prime mover, reducing the encounter to a momentary threat.

Narrative Activity

Creatures engage in a variety of mundane activities during the course of everyday life. Like characters, creatures must eat and rest, search for food, find a home, rear their young, and protect their territory. Although creatures don't necessarily give these activities much thought—in most cases, such behavior is instinctual—the pursuit of any given activity can predispose the creature to a certain demenor or mindset that is likely to affect its response when encountering the Crew.

For example, when a creature hunts it is more likely to adopt an aggressive posture and demeanor. It is more likely to give chase and attack than it might if it were grooming itself or transporting its young to a new lair. Similarly, a creature patrolling its territory is more likely to be alert and less susceptible to being surprised by intruders.

The following entries describe a variety of mundane activities a creature may be performing when encountered by the Crew. Each entry describes the creature's general purpose or motive, as well as the situational modifiers that apply to any tests the creature must make within the subsequent encounter.

TABLE 1.4: TN EQUIVALENT EXPERIENCE MODIFIERS

Condition	Modifier
Creature encountered in lair	+5 TN
Creature encountered in beneficial native environment	+3 TN
Greater than normal quantity of creatures	+2 TN per doubling*
Creature has minions**	+ (TN of minions ÷ 2)
Creature defeated through turn of story***	−1 to −5 TN
Creature with advancements****	+1 TN/3 advancements

Unless otherwise noted, all modifiers are cumulative.

* Each time the number of creatures encountered doubles, the TN Equivalent increases by 2. For example, Aldebaran serpents are typically encountered in bands of three. Thus, encountering twenty-four serpents increases the TN by 6, because the base size has doubled three times (once to six, again to twelve, and finally to twenty-four). This represents the fact that doubling the quantity of opponents rarely doubles the difficulty of defeating them.

** This applies only when the creature had minions at his disposal in the scene where the player characters encountered it. If they were encountered in a different scene, use the rules for determining their TN Equivalent normally.

*** If the player characters defeated the creature through some turn of the story rather than some virtue of theirs—for example, the local primitive shaman gave them the antidote to the Aldebaran serpent's venom—the TN is decreased by an amount determined by the Narrator. On the other hand, if the characters plot cleverly to gain some advantage, they should not be penalized.

**** See "Advancement Pick Values" on page 9.

NARRATIVE ACTIVITY VS. ACTIONS

Narrative actions describe general activities that creatures engage in during narrative segments of an episode or scene. As such, these actions don't span a precise amount of time; rather, they serve as a prelude to more dramatic actions such as pouncing, attacking, using a special ability, and so on, that are resolved as actions during action rounds. In other words, narrative actions describe what a creature is doing when an encounter begins; whereas actions describe what the creature does when the encounter moves into action time.

Table 1.5 lists a number of activities a creature may be engaged in when the Crew encounters it. You can choose from the list or roll randomly to establish the narrative activity that begins the encounter. In instances where the table lists two possible activities, simply choose one, or roll 1d6 (1–3 first activity listed, 4-6 second activity listed) if you'd rather determine randomly. See "Activity Descriptions" for information about each activity.

Narrative activity imparts situational modifiers for actions and reactions the creature performs during the encounter. Determining surprise and initiative or the interpreting a creature's reaction to the Crew are but a few examples of game tests affected by a creature's narrative action at the beginning of the scene.

Activity Descriptions

The following entries describe a variety of activities creatures may be engaged in when first encountered by the Crew. Most creatures react quickly to danger and intruders, yet certain activities may hinder radically different types of follow-up actions. Penalties stemming from narrative activity rarely last beyond the first or second round of action time; nevertheless, you must judge the circumstances as you see fit and adjust the action modifiers accordingly.

Feeding

The creature is either eating or feeding its young. Eating can provoke aggression in certain animals (scavengers, chasers), or heightened alertness in others (grazers, gatherers).

TABLE 1.5 CREATURE ACTIVITY*

Die Roll	Activity
2	Grooming or Nesting
3-4	Resting
5-7	Hunting or Feeding
8-9	Prowling
10	Playing
11	Reproducing
12	Traveling

*See "Activity Descriptions" above for explanations of each entry and its associated game effects.

Modifiers: Quickness reaction test –1 to +1, Willpower reaction test +2, Observe test +0, Stealth test +0

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1-2 Aggressive/Hostile, 3-4 Calm/Relaxed, 5-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: Feeding creatures are less likely to attack unless threatened or provoked. Some creatures may eat while prone, requiring them to spend an action to rise before moving or attacking.

Grooming

The creature is in the process of cleaning or grooming itself. This category of activity includes molting, shedding skin, exoskeleton, or shells, and tending to injuries. If multiple creatures are encountered, such as a mother and cubs, the grooming may apply to all creatures or only a few. Grooming activity does not affect a creature's demeanor, although the location or other circumstances might motivate certain response behavior.

Modifiers: Quickness reaction test –1, Willpower reaction test –1, Observe test –1, Stealth test +0

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1-2 Curious/Playful, 3-5 Calm/Relaxed, 6 Sick/Weak. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: Creatures engaged in grooming activities are unlikely to attack unless threatened or provoked. Most creatures sit or lie prone while grooming, requiring them to spend an action to rise before moving or attacking.

Hunting

The creature is in the process of actively finding and acquiring food. This category applies equally to all creatures that need sustenance to survive, regardless of their feeding classification (hunters stalk, gatherers forage, and so on). Hunting generally disposes a creature to being alert and aggressive.

Modifiers: Quickness reaction test +2, Willpower reaction test +3, Observe test +3, Stealth test +2

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1-4 Aggressive, 5-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: While hunting, creatures are likely to attack if they identify the Crew as a potential food source. Otherwise they are likely to retreat, or flee. Only pouncers and filters typically sit or lie prone while hunting.

Nesting

The creature is engaged in some sort of lair-building activity. This may include searching for an appropriate location, gathering materials to build a nest, burrowing and tunneling, building a nest, dam, or other structure, and so on. Nesting activity generally does not affect a creature's demeanor during an encounter.

Modifiers: Quickness reaction test +0, Willpower reaction test –2, Observe test –1 to +1 depending on type of activity, Stealth test +0 to –3 depending on the type of activity

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1-2 Curious/Playful, 3-5 Calm/Relaxed, 6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: no effect.

Playing

The creature is engaged in some sort of playful activity, such as chasing its kindred, performing aquatic stunts, or what have you. Some creatures, like sea otters and dolphins, are obviously more playful than others (like slugs and plants). But even aggressive animals may engage in play, even though it may be lethal to one participant (as in the case of predatory felines playing with potential prey). Play activity generally indicates the creature is more alert. In the case of predatory animals, you must decide whether to treat the activity as play or hunting, for the purposes of determining actions based on demeanor.

Modifiers: Quickness reaction test +1, Willpower reaction test +0, Observe test –1 to +1 depending on type of activity, Stealth test +0 to –3 depending on the type of activity

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1 Aggressive/Hostile, 2-5 Curious/Playful, 6 Calm/Relaxed. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: Animals may act unpredictably while at play. Predatory creatures, for example, may be equally likely to attack viciously or turn tail and flee. Creatures are rarely prone while at play.

Prowling

If the creature guards a territory or lair, this activity refers to its routine patrolling and defense of that area. Otherwise the creature simply roams the encounter area. Prowling increases the aggressiveness and alertness of the creature.

Modifiers: Quickness reaction test +1, Willpower reaction test +1, Observe test +2, Stealth test +1

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1 Aggressive/Hostile, 2 Curious/Playful, 3 Calm/Relaxed, 4-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: While prowling, creatures are likely to attack if they identify the Crew as a potential source of food or danger. Otherwise they are likely to hide, or flee. By definition, prowling creatures are active and on the move.

Resting

All but the simplest of life-forms need to rest. Resting activity includes sleeping and simple relaxation (such as sitting in the shade). Creatures are generally the least alert while resting in their lairs, and their demeanors can vary greatly depending on the location and circumstances.

Modifiers: Quickness reaction test –1 to –3, Willpower reaction test –2, Observe test –3 to +0 depending on type of activity, Stealth test n/a

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1 Curious/Playful, 2-3 Calm/Relaxed, 4 Uncertain/Skittish, 5 Sick/Weak, 6 Injured/Fearful. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: Most creatures rest in the prone position, requiring them to spend at least one full-round action rising before moving, attacking, or performing most actions.

Reproducing

The creature is involved in the processes of mating or reproduction, including fission, flowering, budding, spore production, egg laying, and so on. During reproduction, creatures are most vulnerable; for this reason, mates, drones, or other kindred creatures may lurk nearby to defend the reproducing member.

Modifiers: Quickness reaction test –3 to –6, Willpower reaction test –1 to +1, Observe test –3 to +0 depending on type of activity, Stealth test -2

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1 Aggressive/Hostile, 2-3 Uncertain/Skittish, 4-6 Sick/Weak. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

Actions: Regardless of the biological necessities, consider reproducing creatures to be prone. The creature must spend 1d6 full rounds to bring reproductive activity to a halt, after which it must spend one action to rise or recover before performing other actions.

Traveling

The creature moves toward a specific destination (as opposed to patrolling its territory). Traveling includes heading to the local watering hole, ambling to preferred hunting grounds, or even migrating to sea-

sonal breeding grounds. Most creatures remain alert while traveling, especially in unfamiliar surroundings.

Modifiers: Quickness reaction test +0, Willpower reaction test +0, Observe test +1, Stealth test +0

Initial Demeanor: Choose one from Table 1.6 or roll 1d6: 1-3 Calm/Relaxed, 4-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, at right).

Actions: no effect.

Creature Reactions

Most creatures possess animal instinct and little or no reasoning ability. This makes anticipating their behavior difficult. While the Narrator can always stipulate how a creature will react to meeting the Crew or perceiving some threat, sometimes it's more fun to let chance determine how the creature responds to Crew activities.

TABLE 1.6 CREATURE DEMEANOR

Die Roll (2d6)	Interaction Stance
2-3	Aggressive/Hostile
4-5	Curious/Playful
6-7	Calm/Relaxed
8-9	Uncertain/Skittish
10-11	Sick/Weak
12	Injured/Fearful

Creature Demeanor

With the proper inducement, even docile creatures can become aggressive. A grazer might charge an intruder to protect its young, or a scavenger might frenzy to defend its meal. Similarly, predatory creatures can grow nervous in the face of overwhelming force or opposition, just as another creature might grow curious when faced with the unknown. Demeanor summarizes a creature's overall attitude or disposition with regard to the Crew (or potentially any unknown thing or event). It serves as a guideline for anticipating creature actions and reactions, and enables you to make credible choices when describing what a creature does during an encounter.

Table 1.6 presents the range of attitudes most commonly associated with creature demeanor. When the Crew encounters a creature you can choose its interaction stance from the table or roll randomly to simulate its unpredictable nature. Once you know a creature's demeanor, it's easier to describe the creature's actions each round, and even allows for random determination. Creatures without any appreciable Intellect, Perception, or Presence (attribute level n/a) do not demonstrate interaction stances.

Demeanor Descriptions

The following entries describe how a creature's demeanor affects its actions. Each entry presents a randomized method for determining actions.

Aggressive/Hostile: The creature is agitated and belligerent. It may be hungry, deranged, or suffering pain. To determine the creature's actions randomly, roll 1d6: 1-4 Aggressive action, 5 Neutral action, 6 Defensive action.

Curious/Playful: The creature is energetic and confident. It engages in playful activity, such as wrestling with siblings or frolicking in the natural environment. To determine the creature's actions randomly, roll 1d6: 1-2 Aggressive action, 3-5 Neutral action, 6 Defensive action.

Calm/Relaxed: The creature is docile and still. It may be sleepy, bored, or observant. To determine the creature's actions randomly, roll 1d6: 1 Aggressive action, 2-5 Neutral action, 6 Defensive action.

Uncertain/Skittish: The creature is timid and wary. It may feel uncomfortable or disoriented in its surroundings or foresee some possible threat. Dazed or Winded creatures generally act uncertainly. To determine the creature's actions randomly, roll 1d6: 1 Aggressive action, 2-4 Neutral action, 5-6 Defensive action.

Sick/Weak: The creature feels unwell, exhausted, or weak. It may suffer from a minor injury (Injured wound level) or fatigue (Tired or Fatigued). To determine the creature's actions randomly, roll 1d6: 1 Aggressive action, 2-3 Neutral action, 4-6 Defensive action.

Injured/Fearful: The creature is hurt and scared. It may have suffered injury (Wounded or worse) or be extremely fatigued (Exhausted or worse). Regardless, the creature is prone to wild, unpredictable behavior. To determine the creature's actions randomly, roll 1d6: 1-2 Aggressive action, 3-4 Neutral action, 5-6 Defensive action.

Creature Actions

Once an encounter begins, a creature will behave and react according to its demeanor and predicament. Aggressive creatures will likely threaten hostility, whether making a display of strength to intimidate intruders or ferociously attacking with little warning. Fearful creatures might turn and run, or adopt a defensive posture if cornered or forced to defend their young. Regardless of its disposition, once the Crew and creature come into close contact, it is likely that you'll want to narrate the encounter in action time, meaning that you'll need to know what actions a creature can perform and how long it takes to perform them.

Creature actions fall into one of several categories: aggressive, defensive, or neutral. These are

useful for choosing actions based upon a creature's demeanor. Actions also possess an action cost, or the number of actions a creature must spend from its action allowance to attempt the feat or deed. Some actions also require tests: Failing a test means the creature spends the required actions without achieving any result. See Table 1.7 for a complete list of creature actions, their demeanor category, action cost, and test requirements.

Like player characters, most creatures have an action allowance of two actions per round. In most circumstances, it won't occur to a creature to attempt actions in excess of its allowance; but if a creature frenzies or performs actions beyond its allowance, it suffers from multiple action penalties.

Action Descriptions

The following entries describe the range of actions available to creatures during action time. Many of the actions rely on the rules presented in the *Star Trek RPG Narrator's Guide*, especially the movement and combat rules presented in Chapter Six. Mundane activities such as hunting and feeding are not included as creature actions; these are covered under the heading "Narrative Activity" page 11. Table 1.7 summarizes all creature actions in terms of category, test type, and action time.

TABLE 1.7 CREATURE ACTIONS

Action	Category	Action Cost	Required Test
Advance	aggressive	1	none
Charge	aggressive	2	Unarmed Combat
Chase	aggressive	1	Willpower (TN10)*
Crawl	neutral	1	none
Crouch	neutral	1	none
Detect	defensive	F/R	Observe test
Deter	defensive	1	none
Ensnare	aggressive	variable*	special*
Flee	defensive	0	none
Frenzy	aggressive	0	none
Grapple	aggressive	F/R	Unarmed Combat*
Move	neutral	1	variable*
Natural Attack	aggressive	1	Unarmed Combat
Pounce	aggressive	1	Athletics (Jump)
Psionic Skill	neutral	F/R	variable*
Ranged Attack	aggressive	1	Ranged Combat
Retreat	defensive	1	none
Special Attack	aggressive	1	variable*
Special Defense	defensive	1	variable*
Stalk	aggressive	1	Stealth
Trample	neutral	1	Unarmed Combat
Warning	defensive	0	none

* see entry for more information

Advance: The creature steps cautiously toward a crewmember. **Action Cost:** 1

Charge: The creature charges a crewmember or other creature. Conduct the charge using the rules presented on page 87 of the *Star Trek RPG Narrator's Guide*. Injured or enraged creatures often charge into combat. **Action cost:** 2

Chase: The creature attempts to chase a fleeing crewmember or creature. The creature performs consecutive move actions until it catches its opponent or gives up the chase. Each chase action enables the creature to move a distance equal to its charge distance, modified by Size category (see page 209 of the *Star Trek RPG Narrator's Guide*). If a creature does not catch its prey after 2 consecutive full-rounds, it must make a Willpower test (TN10) or abandon pursuit. **Action Cost:** 1 per move action

Crawl: The creature crawls toward or away from the crewmembers. Each crawl action enables a creature to move a distance equal to its height or length, whichever is greater. Once a creature becomes Wounded, it must crawl in order to move. **Action Cost:** 1

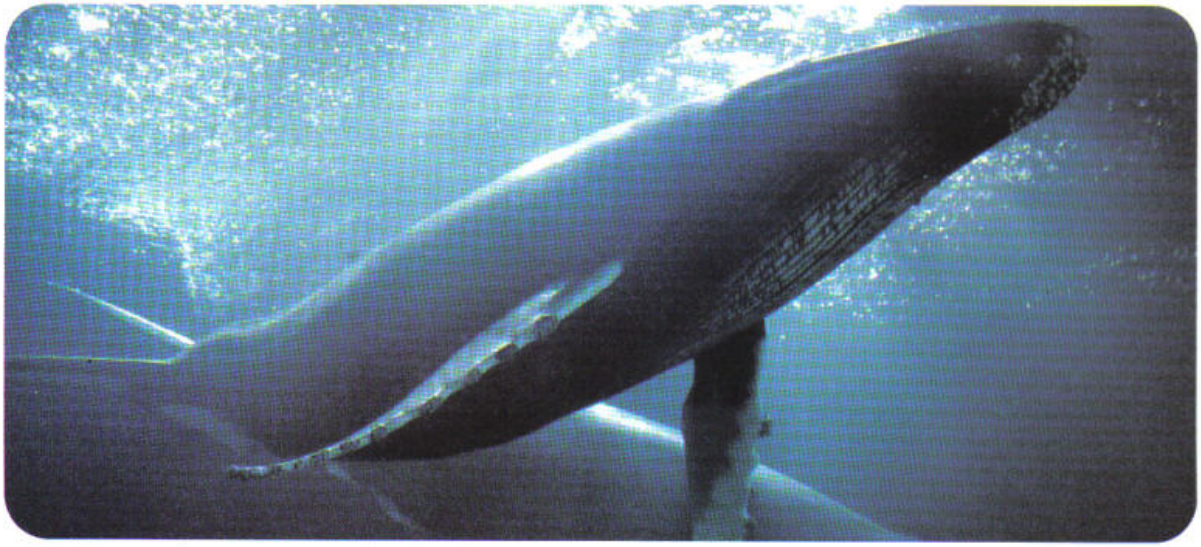
Crouch: The creature crouches prone and hides while preparing to pounce or run. Make a Stealth (Hide) test to determine how successfully the creature conceals itself. When crouching, a creature does not need to spend an action to rise/stand prior to crawling, stalking, or pouncing. **Prerequisites:** Stealth skill. **Action cost:** 1

Detect: The creature stops whatever it's doing and devotes its full senses to observing its immediate surroundings. The creature makes an Observe test with a +3 modifier to determine the presence of threat or intruders. **Prerequisites:** Perception 1+. **Action cost:** 2

Deter: The creature makes a show of aggressive behavior, such as roaring, rearing up on two feet, bristling its pelt, flaring its nostrils, and so on, in an attempt to frighten or deter opposition. Conduct this action as per the Deterrent special ability in the *Star Trek RPG Narrator's Guide* (page 215). **Prerequisites:** Deterrent special ability. **Action cost:** 1

Ensnare/Trap: The creature uses a special ability (Natural Weapon or Trap-building) to attempt to ensnare or trap crewmembers. Conduct the action according to the rules presented for the appropriate special ability (see *Star Trek RPG Narrator's Guide*, page 221). Characters may not Dodge (or benefit from increased Defense as a result of previous dodge actions) unless they succeed at an Observe (Spot) test, TN 10. **Prerequisites:** Natural Weapon or Trap-building special ability. **Action Cost:** variable (determined by special ability; or 1).

Flee: The creature turns tail and runs from the Crew or other source of perceived threat (an approaching vehicle, loud noise, and so on). The creature spends both of its actions moving at its charging pace. The creature cannot make an Observe (Spot) test to notice what's happening in the area it's fleeing. Once a creature flees, it must make a Willpower reaction test



(TN 10) to perform any action other than Flee. **Action cost:** free action.

Frenzy: The creature lets loose with rapid, furious attacks. When a creature Frenzies, roll 1d3 to determine the number of additional actions it attempts to perform in the current round. All actions must be spent attacking or moving toward crewmembers. **Prerequisites:** Multiple Attacks special ability. **Action cost:** free action.

Grapple/Constrict: Some creatures have natural weapons or special abilities that enable them to grapple or constrict a crewmember. Grappling requires a successful Unarmed Attack test to grasp an opponent. Thereafter, the creature may retain its hold until its prey/opponent wins an opposed Strength test, or suffers damage equal to its Health rating. While grasped, a character is considered to suffer the modifiers for being prone. In the case of constriction, the character suffers normal asphyxiation damage (potentially modified by the Creature's strength) for each consecutive round that the creature maintains its hold. If the hold is broken then reestablished, begin counting asphyxiation rounds from the most recent grapple attack. **Prerequisites:** Natural Weapon or Prehensile Appendage special ability. **Action cost:** 1 action to grab, full-round to hold/constrict.

Move: The creature performs one move action at any of the following paces: walk, jog, or run. The action requires no test, but the distance moved varies according to creature size and related movement modifiers. See page 209 "Movement Actions" and page 205 "Size Modifiers" in the *Star Trek RPG Narrator's Guide* for more information. To move silently, the creature must succeed at an opposed Stealth (Move Silently) test. To climb, jump, or swim, the creature must make an Athletics test using the appropriate specialty. **Action cost:** 1

Natural Attack: The creature makes a close combat attack against a crewmember. Resolve the attack as an Unarmed Combat test. **Prerequisites:** Natural Weapon special ability. **Action cost:** 1

Pounce: The creature leaps upon a crewmember or other creature with the intention of attacking. To pounce, a creature performs an Athletics (Jump) test to land on its target (the distance leapt depends on creature size and movement modifiers). If the creature scores an Extraordinary Success on its Athletic test, it may also knock the character prone. Roll an opposed Strength test (doubling the pouncer's Strength modifier). If the creature wins the test, the character is knocked prone. After a successful Athletics (Jump) test, the creature must spend another action to attack the character, gaining a +5 bonus to the Unarmed Combat test (multiple attack penalty may apply). **Action cost:** 1

Psionic Skill: The creature makes a psionic attack against a crewmember. Resolve the attack as a skill test using an appropriate psionic skill. **Prerequisites:** Psionic trait and an appropriate psionic skill. **Action cost:** 1

Ranged Attack: The creature makes a ranged attack against a crewmember. Resolve the attack as a Ranged Combat test. **Prerequisites:** Ranged Attack special ability. **Action cost:** 1

Retreat: The creature cautiously backs away from the crewmember or perceived threat. It spends one action moving away at a walking pace. **Action cost:** 1

Special Attack: The creature uses one of its special abilities in an offensive capacity. Choose which ability the creature uses and observe the rules and action cost listed for the ability. **Prerequisites:** an appropriate special ability. **Action cost:** variable

Special Defense: The creature uses one of its special abilities in a defensive capacity. Choose which ability the creature uses and observe the rules and action cost listed for the ability. Evasion, which enables a creature to perform Dodge actions, is the most common ability used during special defense actions. **Prerequisites:** an appropriate special ability. **Action cost:** variable

Stalk: The creature slowly and stealthily moves toward its prey. Stalking enables a creature to move silently and remain hidden while moving, prompting separate Stealth (Move Silently) and Stealth (Hide) tests, respectively. When stalking, a creature moves the same distance as when crawling. **Prerequisites:** Stealth skill. **Action cost:** 1

Trample: The creature runs and tramples anything in its path. The creature spends 2 movement actions running, crossing an amount of distance equal to its charge movement rate (see page 209 of the *Star Trek RPG Narrator's Guide*). If the creature runs over a prone character, it can make one Trample attack as a free action. Conduct the trample attack as an Unarmed Combat test, with a –5 multiple action test penalty. If successful, the creature inflicts 1d6 base damage per pair of legs it possesses, plus an amount of damage equal to the creature's Strength modifier resulting from Size (see page 205 of the *Star Trek RPG Narrator's Guide*). Normal Strength modifiers do not increase the damage further, but any damage conferred by the Natural Weapons special ability may substitute for the base damage. **Prerequisites:** an appropriate creature Form. **Action cost:** 2

Warning: The creature cries to alert its mate, young, or pack-members to the presence of intruders and possible danger. **Action cost:** free action.

Creature Episodes

Once you know how to build and run a creature encounter, it's a relatively simple matter to build episodes centering on creatures and their activities. Most creature episodes follow a standard formula, with variation occurring mainly in the number of encounters and the purpose and handling of the scene.

A typical creature episode reveals a structure something like this: the Crew makes "first contact" with the creature, usually indirectly through telltale signs of its presence or some mysterious deed it perpetrated. This encounter is followed by several "interlude" scenes in which the Crew investigate the area, while the creature goes about its activities "off-camera." Eventually the Crew meets the creature or creatures face-to-face in a "turning point" encounter, which the creature usually survives by fleeing or thwarting the Crew's efforts to subdue, kill, or capture it. One or more interlude scenes follow the turning point, until the Crew eventually makes "final contact" with the creature and overcomes whatever challenge it presents.

Terrestrial Creatures

The following entries represent but a few sample creatures that are native to the planet Earth. You can use the following templates to model many similar creatures; for example, if you need to determine the statistics for a bull because one of the Crew needs to prove himself in the arena of a primitive culture, you can create one based on the Herd Animal base template.

Ape

Apes include a variety of large or intelligent simians, such as gorillas, orangutans, and chimpanzees. Simply modify the attributes and derived characteristics of the base template, and you're ready to go. Some apes are omnivorous, meaning they eat meat as well as vegetation. If you use the template to model monkeys, don't forget to add the Prehensile Appendage special ability to account for their tails.

Sample Ape (Gorilla)
Form: Animal (Primate)
Diet: Herbivore
Feeding Habits: Gatherer
Size: 5 (Medium) (1.4-2.0 m tall)
Attributes: STR 12 (+3), INT 3 (–1), AGL 7 (+0), VIT 9 (+1), PRE 4 (0), PER 7 (+0)
Reactions: Quik +0, Savv +0, Stam +4, Will +1
Movement: 6 m/40 m/10 km
Lifting/Carrying Capacity: 240 kg max/60 kg light load
Defense: 7
Health: 12
Wounds: 5 wound levels
Skills: Athletics (climb, jump) +9, Observe +3, Stealth +2, Survival +3, Unarmed Combat (natural weapons) +4
Special Abilities: Natural Weapon (fists 1d6+3 damage)
TN: 10

Arachnid, Venomous

Venomous spiders, as well as scorpions, are common to many regions of earth. While their size and attributes reveal little variation among species, the toxicity of the venom can vary greatly.

SAMPLE SPIDER (BLACK WIDOW)

FORM: ANIMAL (ARACHNID)
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: 1 (MINISCULE)
ATTRIBUTES: STR N/A, INT N/A, AGL 4 (+0), VIT N/A, PRE N/A, PER 6 (+0)
REACTIONS: QUIK +0, SAVV +0, STAM N/A, WILL N/A
MOVEMENT: .06 M/.4 M/.1 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 1
WOUNDS: 1 WOUND LEVEL
SKILLS: ATHLETICS (CLIMB) +12, OBSERVE +3, STEALTH (HIDE) +12, SURVIVAL +6, UNARMED COMBAT (NATURAL WEAPONS: FANGS) +5
SPECIAL ABILITIES: EVASION, NATURAL WEAPON (BITE: 0 DAMAGE), TOXIN (ONSET TIME: 1D3 HOURS; POTENCY +6, DIAGNOSIS +0; TREATMENT +0; EFFECT 1D6 DAMAGE; STAGES 8; SECONDARY EFFECT: –1 VITALITY), TRAP-BUILDER (WEBS INEFFECTIVE AGAINST LIFE-FORMS WITH STRENGTH 1 OR GREATER).
TN: 10

89-7
32-80

BIRD OF PREY

Earth fosters many different types of bird of prey, from eagles and falcons, to hawks and owls. Marine varieties such as pelicans and sea hawks could be created using this template, as well as other large scavenger birds such as ravens and buzzards. Most birds of prey qualify as little creatures (as opposed to "small") even though their wingspan and increased movement rate belie this fact.

SAMPLE BIRD OF PREY (HAWK)

FORM: ANIMAL (BIRD)
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: 3 (LITTLE)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 12 (+3), VIT 2 (–2), PRE 0 (–6), PER 15 (+4)
REACTIONS: QUIK +4, SAVV +4, STAM –1, WILL –1
MOVEMENT: 18 M/102 M/32 KM*
LIFTING/CARRYING CAPACITY: 20 KG MAX/5 KG LIGHT LOAD
DEFENSE: 7
HEALTH: 12
WOUNDS: 3 WOUND LEVELS
SKILLS: ATHLETICS (FLY) +12, OBSERVE +12, SURVIVAL +5, UNARMED COMBAT (NATURAL WEAPONS) +8
SPECIAL ABILITIES: EVASION, NATURAL WEAPON (TALONS 1D6–2 DAMAGE), EXTRAORDINARY SENSE (NIGHT VISION), FLYING* (UPGRADE: 2X MOVEMENT), SPEED (UPGRADE 2)*
TN: 5

89-7
32-80

CAT, PREDATORY

Lions, tigers and panthers are the largest of earth's predatory cats. You can account for physiological differences by modifying the attributes and characteristics of the tiger template. Smaller cats, such a pumas, cougars, and mountain can be created by adjusting size and feeding habits (panthers and pumas would qualify as pouncers, for example). Cheetahs would also have at least one upgrade to the Speed special ability. Most predatory cats also have at least one of the following special abilities: Camouflage, Cunning, or Ferocious.

SAMPLE CAT (LION)

FORM: ANIMAL (FELINE)
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: 5 (MEDIUM)
ATTRIBUTES: STR 8 (+1), INT 1 (–1), AGL 9 (+1), VIT 10 (+2), PRE 2 (–2), PER 9 (+1)
REACTIONS: QUIK +1, SAVV +1, STAM +2, WILL +2
MOVEMENT: 12 M/80 M/20 KM
LIFTING/CARRYING CAPACITY: 160 KG MAX/40 KG LIGHT LOAD
DEFENSE: 7
HEALTH: 11
WOUNDS: 5 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB, RUN, JUMP) +9, OBSERVE (SPOT) +6, STEALTH +5, SURVIVAL +3, UNARMED COMBAT (NATURAL WEAPONS) +6
SPECIAL ABILITIES: FEROCIOUS, NATURAL WEAPON (UPGRADE: CLAWS 2D6+2 DAMAGE), SPEED
TN: 10

89-7
32-81

DOG, LARGE

Many species of canines populate earth. The following template can be used for large hunting dogs, guard and attack dogs, and even wolves. Smaller dogs can be modeled by reducing the size, attributes, and derived characteristics.

SAMPLE DOG (GUARD DOG)

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: SMALL
ATTRIBUTES: STR 3 (–1), INT 1 (–3), AGL 7 (+0), VIT 6 (+0), PRE 1 (–3), PER 10 (+2)
REACTIONS: QUIK +2, SAVV +2, STAM +0, WILL +1

MOVEMENT: 6 M/40 M/10 KM*
LIFTING/CARRYING CAPACITY: 60 KG MAX/15 KG LIGHT LOAD
DEFENSE: 7
HEALTH: 5
WOUNDS: 4 WOUND LEVELS
SKILLS: ATHLETICS (RUN) +2, OBSERVE (SCENT) +8, SURVIVAL +8, UNARMED COMBAT (NATURAL WEAPONS) +4
SPECIAL ABILITIES: NATURAL WEAPON (TEETH 1D6–1 DAMAGE), SPEED
TN: 10

86-7
32-90
HERD ANIMAL

There are virtually dozens of terrestrial creatures that qualify as large herd animals. Horses, bulls, zebras, deer, gazelle, and the like can all be generated by varying aspects of the Herd Animal template. Smaller, fleet herd animals, such as Impala, often possess one or more of the following additional special abilities: Camouflage, Evasion, Speed (upgrade).

SAMPLE HERD ANIMAL (HORSE)
FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: 8 (LARGE)
ATTRIBUTES: STR 15 (+4), INT 1 (–3), AGL 6 (+0), VIT 12 (+3), PRE 1 (–3), PER 7 (+0)
REACTIONS: QUIK +0, SAVV +0, STAM +4, WILL +3
MOVEMENT: 18 M/120 M/30 KM*
LIFTING/CARRYING CAPACITY: 300 KG MAX/75 KG LIGHT LOAD
DEFENSE: 7
HEALTH: 16
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN, JUMP) +10, OBSERVE (HEAR) +4, SURVIVAL +2, UNARMED COMBAT (NATURAL WEAPONS: HOOVES) +2
SPECIAL ABILITIES: NATURAL WEAPON (HOOVES/KICK 1D6+4 DAMAGE), SPEED*
TN: 5

89-7
32-90
REPTILE, LARGE

Alligators and crocodiles are the largest of the terrestrial lizards surviving from the Jurassic period. You can use the template to create other large, lizards such as komodo dragons, but may need to modify attributes, characteristics, and special abilities to account for size differences, skill sets, feeding habits (some carnivorous lizards behave more like scavengers) and unique abilities, such as toxin (the komodo has a virulent bite).

SAMPLE LIZARD (CROCODILE)
FORM: ANIMAL (REPTILE)
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: 8 (LARGE)
ATTRIBUTES: STR 8(+0), INT 0 (–6), AGL 6 (+0), VIT 12 (+3), PRE 0 (–6), PER 8 (+1)
REACTIONS: QUIK +1, SAVV +0, STAM +3, WILL +3
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 120 KG MAX/30 KG LIGHT LOAD
DEFENSE: 7
HEALTH: 12
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (SWIM) +10, OBSERVE (SCENT) +6, STEALTH (HIDE) +8, SURVIVAL +4, UNARMED COMBAT (NATURAL WEAPONS: TEETH) +5
SPECIAL ABILITIES: CUNNING, NATURAL WEAPON (BITE 3D6+4 DAMAGE)
TN: 10

86-7
32-90
SNAKE, VENOMOUS

Many varieties of venomous snake are native to the planet Earth. The following template covers everything from cobras to rattlesnakes, as well as aquatic serpents such as water moccasins to sea snakes. Note that you can reflect varying degrees of venom toxicity by adjusting the Potency rating of the toxin (and advancement pick value). You can also add the Swim specialty to the Athletics skill to reflect the added mobility of marine snakes when in the water. To model spitting cobras, be sure to add the Ranged Attack special ability. Although many venomous snakes can reach lengths exceeding 2 meters (medium size), most poisonous snakes are considered Little to account for their relatively low Health and wound levels.

SAMPLE SNAKE (RATTLESNAKE)
FORM: ANIMAL (REPTILE/SERPENT)
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: 3 (LITTLE)
ATTRIBUTES: STR 1(–3), INT 0 (–6), AGL 8 (+1), VIT 3 (–1), PRE N/A, PER 9 (+1)
REACTIONS: QUIK +3, SAVV +1, STAM –1, WILL –1
MOVEMENT: 1 M/7 M/2 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 3
WOUNDS: 3 WOUND LEVELS
SKILLS: ATHLETICS +1, OBSERVE (SCENT) +8, STEALTH (HIDE) +10, SURVIVAL +6, UNARMED COMBAT (NATURAL WEAPONS: FANGS) +10
SPECIAL ABILITIES: DETERRENT, NATURAL WEAPON (BITE 1D6–3 DAMAGE), TOXIN (ONSET TIME: 1D3 HOURS; POTENCY +4, DIAGNOSIS +0; TREATMENT +0; EFFECT 1D6 DAMAGE; STAGES 7; SECONDARY EFFECT: –1 VITALITY).
TN: 10

ALDEBARAN SERPENT

Approximately 80 kilograms in mass, and between 2 and 3 meters in length, the Aldebaran serpent is the largest reptile on its home planet. Its three heads each possess a full complement of sensory organs, and poisonous fangs set in powerful jaws. Dark blue-black in color, the Aldebaran serpent can easily lie concealed in shady streams or rivers. The creature's four-lobed brain resides in the thorax, below the joining of the three heads. The middle head, optimized for breathing and daylight vision, usually remains above water, either held erect to smell the air (with its tongue, just like Terran serpents) or just below the waterline for stealthy observation. The two lateral heads have much smaller valved blowholes, which can totally seal themselves and remain submerged for days at a time. These heads' eyes have much greater light-concentration capacity, and can see as well in the dark underwater as the middle head can on the surface in full daylight. All three heads have a "pit" (like the Earth pit viper) for sensing changes in pressure; the three together form an incredibly precise triangulating pressure-location system that can spot every fish (or swimmer) in a river for hundreds of yards in either direction.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (PRIMARILY FISH)
FEEDING HABITS: POUNCER
SIZE: LARGE (3M LONG)
ATTRIBUTES: STR 3 (–1), INT 4 (±0), AGL 12 (+3), VIT 6 (±0), PRE 2 (–2), PER 7 (±0)
REACTIONS: QUIK +6, SAVV ±0, STAM ±0, WILL –1
MOVEMENT: 15 SLITHERING, 30 SWIMMING
LIFTING/CARRYING CAPACITY: 6 KG
DEFENSE: 11
HEALTH: 5
WOUND LEVELS: 5
SKILLS: ATHLETICS (SWIM) +4, BITE +5, STEALTH +4, SURVIVAL (RIVER) +6
SPECIAL ABILITIES: EXTRAORDINARY SENSE (PRESSURE), MULTIPLE ATTACKS +2, NATURAL WEAPON (FANGS, 1D6+1), TOXIN
TN EQUIVALENT: 5 (3)

DESCRIPTION

Three-headed serpent, dark blue-black in color, averaging 2.5 meters in length and massing 80 kg.

ENVIRONMENT: The Aldebaran serpent lives in the rivers and freshwater estuaries and lagoons of the southern continent of Aldebaran III. A hot world fairly close to its orange giant sun, only the south and north polar continents are cool enough to support complex ecologies; the two ecosystems are almost totally isolated from each other. The low, marshy southern continent's creatures mostly have three heads and either six or no legs.

BEHAVIOR: Although the blue Aldebaran serpent occupies much the same ecological niche on Aldebaran that the crocodile does on Earth, it backs up its relatively weaker muscles with toxin glands in the lower jaws of all three heads. Between its large size and its poisonous glands, it has no natural predators. As a result, it will aggressively attack anything its sensorium recognizes as a fish (generally, anything swimming in the river) unless it has recently eaten to repletion. Aldebaran serpents mate in triplicate; two males share the duties of protecting, fertilizing, and feeding the female. A single Aldebaran serpent is usually a hungry lone male unable to drive off one of a mated triple; if two Aldebaran serpents are encountered, a third is almost certainly very nearby.

ALDEBARAN SERPENT VENOM: This slow but deadly toxin initially affects the respiratory system of the victim, who often drowns before the venom takes full effect. Type: Injury; Onset: 1 minute; Potency: +6 TN; Treatment: +8 TN/+3 TN (diagnosis/treatment, assuming familiarity with, or databanks on, Aldebaran wildlife); Effect: 1d6+1 damage; Secondary Effect: half damage; Stages: 10.

ENCOUNTERS

Aldebaran serpents will likely serve as momentary threats in most episodes. Some of the primitive tribes of Aldebaran III worship the serpents as gods, incarnations of their own triune deity (representing Aldebaran and its two dim companions). A landing party that has offended the tribe (or committed the blasphemy of suggesting that life exists on worlds orbiting other stars) may be fed to the sacred snakes.

ANDORIAN FOREST SPIDER

A fearsome sight, the Andorian forest spider has a low-slung ratcheted mandible of powerful cartilage and sinew set below two narrow, oval eyes and twin ghelnoid antennae (like many Andorian life forms). Its eight legs are surprisingly thin for a half-meter wide creature massing 20 kilograms; much of its lower abdomen is a "crash web" of multiply-reinforced sinews hung from a cantilevered bone superstructure. Even with this powerful shock absorber in place, the Andorian forest spider cannot spend a lot of time running across the ground without tiring and collapsing; it scuttles from tree to tree, hanging from the branches

by its clawed feet. Its cunningly-plaited blue fur both blends in with conifer vegetation and keeps the creature warm in Andorian winter nights.

CREATURE STATISTICS

FORM: ANIMAL
DIET: BLOOD OR JUICES
FEEDING HABITS: POUNCER
SIZE: SMALL (.5 M WIDE)
ATTRIBUTES: STR 2 (–2), INT 5 (±0), AGL 14 (+4), VIT 3 (–1), PRE 2 (–2), PER 7 (±0)
REACTIONS: QUIK +7, SAVV ±0, STAM –1, WILL –1
MOVEMENT: 12 GROUND, 24 TREETOPS
LIFTING/CARRYING CAPACITY: 4 KG
DEFENSE: 11
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (CLIMB) +8, BITE +5, OBSERVE (SPOT) +7, STEALTH +6, SURVIVAL (TAIGA) +6
SPECIAL ABILITIES: ALERT, CAMOUFLAGE, CUNNING (STALKING PREY IN FORESTS), DRAIN (BLOOD (VIT)), EXTRAORDINARY SENSE (IR VISION, VIBRATION SENSE), NATURAL WEAPON (MANDIBLES, 1D6–3), SPEED, TOXIN
TN EQUIVALENT: 10

DESCRIPTION

Eight-legged creature with short, bristly blue "fur"; 0.5-0.6 meters across, massing 20 kg.

ENVIRONMENT: The several species of Andorian forest spider live in the coniferous taiga zone along the northern coast of both of Andoria's main continents. The spider's liquid diet gives it the concentrated protein it needs to survive Andoria's cruel winters, and its claws resemble miniature pitons for gripping tree branches through snow, frost, or ice. Perfectly adapted to its taiga home, the Andorian forest spider can travel twice as fast through the trees as it can on the ground.

BEHAVIOR: The Andorian forest spider feeds on small mammals, birds, and other similar prey, tracking their body heat with its infrared-sensitive eyes, or feeling their rustling passage through the trees with its antennae. However, it is fiercely territorial and will attack Andorians (or other humanoids) who enter its hunting grounds. Foolish enough to believe Andorians are prey, the Andorian forest spider is cunning enough to strike stragglers or weakened Andorians from concealment without warning. This habit of sneak attacks and other tricks gave the Andorian forest spider a demonic reputation among primitive Andorians; Andorian witches supposedly transformed into or tamed these creatures.

When it has felled its prey with a poison bite, it lingers over the paralyzed victim, slowly sucking out the blood and other nutrient-rich fluids from the still-living body until only a frozen, paralyzed husk remains. As the victim becomes colder, the spider switches to eyes, antennae, and other soft tissues, devouring them tartare. Its Andorian name, the *glikar'ma*, means "any death is preferable."

ANDORIAN FOREST SPIDER VENOM: Instantly fatal to most small animals, the venom of the *glikar'ma* can paralyze even bear-sized animals. Type: Injury; Onset: Immediate; Potency: +10; Treatment: +8 TN/+3 TN (diagnosis/treatment, assuming familiarity with, or databanks on, Andorian wildlife); Effect: –1d6–2 wound levels plus paralysis for survivors (Stamina test at +10 TN every 10 minutes to throw off); Secondary Effect: –1 wound level plus paralysis for survivors (Stamina test at +10 TN every 5 minutes to throw off); Stages: 0. Bitten characters remain paralyzed until they throw off the paralysis, are devoured, or rescued.

ENCOUNTERS

A momentary threat to a prepared Crew, being trapped by forest spiders can be the prime mover of an episode centered on isolation and emotional tensions. Andorian characters might hallucinate their feared storybook "demon spider" at inopportune times, or a telepathic shapeshifter might read this fear-form in an Andorian character's subconscious.

ALGORIAN MAMMOTH

The Algorian mammoth resembles a four-meter tall, shambling mound of hair. A non-prehensile snout and tooth-tusks poke out from its front end, and a stubby tail sticks out from its hindquarters. Pointed ears and stumpy eye-stalks raise its sensory organs above its coating of musty fur.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE (VEGETATION)
FEEDING HABITS: GRAZER
SIZE: LARGE (4M TALL)
ATTRIBUTES: STR 12 (+3), INT 1 (–3), AGL 4 (±0), VIT 8 (+1), PRE 2 (–2), PER 5 (±0)
REACTIONS: QUIK +1, SAVV ±0, STAM +3, WILL +1
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 240 KG MAX (24 KG ORAL)/60 KG LIGHT
DEFENSE: 7
HEALTH: 11
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN) +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 4 DAMAGE), NATURAL WEAPON (TUSKS, 1D6+3 DAMAGE)
TN EQUIVALENT: 10

Description

Mammoths evolved in Algor's broad grasslands, where they found plentiful sustenance and space to identify, avoid, and fend off predators. Wandering herds pose little danger unless directly threatened. Angered mammoths charge perceived adversaries, gouging with their tooth-tusks.

Ancient Algorians raised mammoths for meat and wool, later exporting them to nearby systems as herd beasts. Today these beasts remain a colorful feature of the rolling Algorian meadows, curiosities for passing tourists and minor obstacles for ground transports.

89-7

32-90 ALVANIAN CAVE SLOTH

Travelers often mistake Alvanian cave sloths for slow-moving rocks. An active sloth ambles about on six stubby legs. Long claws dig through soil and bark to uncover tasty insects. An elongated, toothy snout seeks bugs in nests. A grayish brown, scaly hide wards off biting insects and provides camouflage during hibernation.

Creature Statistics

FORM: ANIMAL
DIET: CARNIVORE (INSECTS)
FEEDING HABITS: GATHERER
SIZE: MEDIUM (2.1 M LONG)
ATTRIBUTES: STR 8 (+1), INT 3 (–1), AGL 1 (–3), VIT 2 (–2), PRE 1 (–3), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +1, WILL ±0
MOVEMENT: 6 M/40 M/10 KM
LIFTING/CARRYING CAPACITY: 160 KG MAX (16KG DRAL)/40 KG LIGHT
DEFENSE: 4
HEALTH: 3
WOUNDS: 5 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +4, OBSERVE +3, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ARMOR (SCALED HIDE, DEFLECTS 3 DAMAGE), CAMOUFLAGE, NATURAL WEAPON (CLAWS, 1D6+1 DAMAGE), TRAIT (LOW ENERGY LEVEL)
TN EQUIVALENT: 5

Description

Cave sloths inhabit mountain regions with lush vegetation sheltering plentiful insect populations. The rugged terrain provides crags for shelter during dormancy. Solitary sloths gorge themselves when they discover insect nesting grounds, then seek a safe, rocky haven and enter a deep slumber to digest food and regain energy. They often block mountain paths or passages between rocks, obstacles for adventurous travelers. Sloths prefer to amble off to safety when surprised, but fend off adversaries with their claws if cornered.

89-7

32-90 ALVANIAN SPINE MITE

These tiny crustaceans seem like harmless spores in their dormant state. When in contact with a potential host, they emerge and slowly burrow toward the main conduit for neural impulses: the spinal column. Their savage, insectoid faces possess jagged gripper pincers. Barbed legs and a fan tail help them move their segmented bodies through a host.

Creature Statistics

FORM: ANIMAL
DIET: ENERGY (NEURAL IMPULSES)
FEEDING HABITS: PARASITE
SIZE: MINISCULE (.9 CM LONG)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 1 (–3), VIT 3 (–1), PRE 0 (–6), PER 1 (–3)
REACTIONS: QUIK –3, SAVV –6, STAM +1, WILL ±0
MOVEMENT: CAREFUL 1.5 CM/ROUND; BURROWING 0.75 CM/ROUND
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 1
WOUNDS: 1 WOUND LEVEL

SKILLS: SURVIVAL +6, UNARMED ATTACK (NATURAL WEAPONS) +2
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), BURROWING (FLESH), NATURAL WEAPON (PINCERS, 1 DAMAGE)
TN EQUIVALENT: 10

DESCRIPTION

Although they feed on infinitesimal amounts of neural energy, their presence in the spinal column causes the host constant pain. If the host fails a Stamina test (with a +8 TN modifier), he suffers a –1 penalty to all tests (as if dazed); after a number of years equal to the subject's Vitality, the penalty increases to –3 (as if injured). Diagnosis tests gain +5 TN modifier; treatment tests have a +7 TN modifier.

Due to their tiny size, Alvanian spine mites are easily overlooked in the outdoors, and they often latch on to victims while the victims sleep. If discovered outside of the body in small quantities, the mites are easily avoided or killed.

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32-89

ALVERIAN DUNG BEETLE

These fat-bodied insects have brown, shiny carapaces. Their leg joints and mandibles click when active. A dung-heap hive looks like a shimmering mass and emits a chorus of rhythmic clicking.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (SINGLE-CELL MICROBES)
FEEDING HABITS: GRAZER
SIZE: MINISCULE (1 CM LONG)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 2 (–2), VIT 1 (–3), PRE 1 (–3), PER 3 (–1)
REACTIONS: QUIK –1, SAVV –1, STAM +1, WILL –2
MOVEMENT: 6 CM/40 CM/100 M; BURROWING 3 CM/ROUND
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 5
HEALTH: 1
WOUNDS: 1 WOUND LEVEL
SKILLS: ATHLETICS (CLIMB) +2, STEALTH +1, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +1
SPECIAL ABILITIES: BURROWING (DUNG), NATURAL WEAPON (MANDIBLES, 1D6–2 DAMAGE), RESISTANCE (RADIATION)
TN EQUIVALENT: 5 (10)

DESCRIPTION

These beetles find sustenance in dung from the Alverian ruegongs that roam the plains. When they've exhausted one pile, beetles swarm to another one. The beetles' exoskeletons synthesize hyronalin from dung nutrients, making them a delicacy among Alverians seeking to deter the effects of radioactive ores in their planet's mineral-rich mountains. Those eating the bitter beetle mash gain a +2 bonus on all Stamina tests to resist the effects of radiation for one day.

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ARBAZON VULTURE

These avians ride thermals above the Arbazon wastelands on broad wings. Long feathers and a four-meter wingspan keep them aloft and provide maneuverability, while tufts of fuzz along the leading wing edges, bellies, and thighs cool their bodies in the desert heat. Dun-colored feathers also reflect sunlight. Vultures retract their snake-like necks during flight, but can extend them while feeding to access hard-to-reach places inside carrion. Serrated beak edges and hooked tips tear flesh from carrion. Enlarged nasal cavities lined with sensitive cilia detect the scent of decaying flesh wafting aloft on winds several kilometers from carrion. Pointed claws provide firm footing waddling on the ground, perched in thorn trees, or hopping over a rotting corpse. Whip-tail feathers give maneuverability in flight and balance on land.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: SCAVENGER
SIZE: LARGE (4M WINGSPAN)
ATTRIBUTES: STR 4 (±0), INT 1 (–3), AGL 3 (–1), VIT 5 (±0), PRE 1 (–3), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +4, WILL ±0
MOVEMENT: 9 M/80M/15KM; FLY 22.5 KM/HR
LIFTING/CARRYING CAPACITY: 80 KG MAX (8 KG ORAL)/20 KG LIGHT
HEALTH: 5
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (JUMP) +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: EXTRAORDINARY SENSE (CHEMORECEPTION), FLYING, NATURAL WEAPON (BEAK, 1D6 DAMAGE)
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: Arbazon vultures inhabit their planet's arid badlands, feeding off any wretched creatures who wander there. They make their aeries in vast thorn trees or the craggy reaches of the desert mountains, building disorderly nests from scrub, dust-brush, and dead thorn branches. The nest-warrens provide protection against predators and the wasteland's heat.

BEHAVIOR: Conserving energy and cooling one's body present challenges in Arbazon's desert regions.

Vultures spend much of their day resting in their aeries, sniffing the atmosphere for traces of dead or dying organisms that would provide food. When they catch a scent, they ride thermal air currents high into the sky, seeking their meal. They descend on weak or helpless creatures, picking at flesh with their jagged beaks. When food becomes scarce, they range farther from their nests, sometimes into more verdant terrain, where they feast on carrion or any food left in the open there. During severe famines, communities of vultures band together and hunt in packs of up to 15 avians, attacking and consuming any living creature they encounter in their territory.

Although they drink at stagnant watering holes, the scarcity of liquid in the wastelands compels them to fly into any clouds passing above their territory to gather water vapor on their wings, which they absorb into their bodies through quill pores.

Encounters

Travelers in Arbazon's desert regions must take care to avoid vultures. During feeding they become extremely territorial, attacking anyone approaching their food source. They also assault unwise people who try penetrating their nest-warrens. Vultures lurking in the skies take notice of all desert dwellers, but leave alone those fit enough to resist attacks. Their keen olfactory senses detect chemical body changes, including those caused by sickness, fear, confusion, and injury. Wanderers suffering from these conditions invite attack, even if they can still offer capable resistance.

Desert dwellers know to avoid the sparse watering holes when flocks of vultures drink, usually at dawn and dusk. The avians defend their drinking rights as they do their carrion, by viciously tearing at intruders with their beaks.

During famines communities bordering the wastelands take care to guard against vulture flocks seeking food left in the open. Farmers gather crops early and lock up food stores, children avoid playing outdoors, and settlers venture out only in armed groups.

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BA'KU RHYL

The Ba'ku rhyl combines the features of a juvenile canine with that of a Terran flying squirrel. Large flaps of skin connect to the creature's appendages along the length of its elongated body, forming vestigial wings. Upon study by Federation scientists, it was noted that it was possible that an ancestor or other subspecies of rhyl might be able to glide.

Creature Statistics

Form: Animal
Diet: Herbivore
Feeding Habits: Grazer
Size: Small (.51 m long)
Attributes: STR 1 (–3), INT 0 (–6), AGL 1 (–3), VIT 0 (–6), PRE 0 (–6), PER 3 (–1)
Reactions: QUIK ±0, SAVV –1, STAM –6, WILL –6
Movement: 3 m/20 m/5 km
Lifting/Carrying Capacity: 20 kg max (2 kg oral)/5 kg light
Defense: 4
Health: 1
Wound Levels: 4
Skills: Athletics (climb) +2, Observe +2, Stealth +3, Survival +6
Special Abilities: Camouflage
TN Equivalent: 5 (4)

Description

The first rhyl encountered by the Federation were found in the Briar Patch on the Ba'ku planet. These peaceful grazers seemed to be native to every environment on the planet. They are also known to use the strange effects of the metaphasic particles bombarding the planet as a way to camouflage themselves by slipping into a kind of "slow time." When frightened, to outside observers, the rhyl becomes very still and then disappears from view. From in-depth analysis, it appears the rhyl slips into "slow time" and then moves, unobserved, a short distance away from the predator.

89-7

32-80

BANERIAM HAWK

Long flight feathers and shorter, rigid scales cover this predatory avian's body. Plumage patterns range from dun-colored along wing surfaces, light-blue along the belly, and blood red at the head and tail. Darker coloration around the slit-eyes and a series of protecting and enhanced eyelids endow the bird with keen vision and the ability to scan the infrared spectrum. Baneriam hawks stand slightly taller than half a meter, but possess a wingspan of nearly 1.5 meters. The wings

fold flush against their body, increasing their aerodynamic form when diving on game. Strong legs also retract into their plumage for speed in flight, but can extend to snatch prey or rake adversaries. Padded feet protect the hawk from its own curved talons, which thin out into edged claws with sharp points.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: SMALL (1.5M WINGSPAN)
ATTRIBUTES: STR 4 (±0), INT 1 (–3), AGL 8 (+1), VIT 1 (–3), PRE 1 (–3), PER 8 (+1)
REACTIONS: QUIK +3, SAVV +1, STAM +3, WILL +1
MOVEMENT: FLY 60 M/ROUND, TRAVEL 20 KM/HR
LIFTING/CARRYING CAPACITY: 80 KG MAX (8 KG ORAL)/20 KG LIGHT
DEFENSE: 8
HEALTH: 1
WOUNDS: 4 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +1, STEALTH +1, SURVIVAL +3, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: EVASION, EXTRAORDINARY SENSE (INFRARED VISION), FEROCIOUS (DEFENDING TERRITORY), FLYING, NATURAL WEAPON (TALONS, 1D6 DAMAGE)
TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: The hawks inhabit Baneria's highlands: jagged mountains overlooking vast plains and forests filled with game. The hawks build aeries in rocky crags sheltered from the wind, though their feathers and scales provide adequate protection from the elements. They range from their nests seeking prey, their metabolisms requiring one small-sized creature every few days for sustenance. The birds prefer clear, cool water from bubbling streams running down mountainsides.

For centuries the Baneriam people captured and trained wild hawks as hunter and guardian beasts; today they export them as luxury pets. These domesticated birds still possess their ferocity, but bond with and obey a particular master who keeps them in relative comfort, providing a cozy perch, frequent meals, and worshipful affection for the noble birds. Baneriam hawks thrive in such conditions if their owners frequently exercise, train, and care for them, and lose none of their natural flying abilities and hunting prowess.

BEHAVIOR: In the wild Baneriam hawks range from their highland aeries seeking prey. A hawk soars high, using its keen vision to spot and follow game. When its prey moves into vulnerable terrain, the hawk retracts claws and wings, diving on its victim with incredible speed. It slows only to extend its wings to maneuver over the prey and snatch it up with gripping talons. The avians prey on creatures close to their size and smaller. When defending themselves against larger adversaries, they lash out with talons, attempting to gash their opponents. Although hawks attack prey with speed and precision, they defend themselves, their young, and their masters with even greater ferocity.

In captivity, hawks scrutinize everyone who passes beneath their gaze, whether sitting regally on their perches or flying a sentry patrol. Good trainers can teach hawks to discriminate between friend and foe, screech at intruders, and attack adversaries.

ENCOUNTERS: Unless threatened Baneriam hawks rarely attack humanoids in their natural environment; however, intruders may inadvertently stumble into a hawk ambushing prey and become an accidental target. People more frequently encounter trained hawks guarding mansions and luxury yachts throughout the galaxy. Some keep the intimidating birds as exotic decoration, but most use them as sentries and attack beasts that react to intruders, foes, or anyone engaged in underhanded activities within their territory.

BARDAKIAN PRONGHORN MOOSE

This amphibious beast blends into its native swamps with a shaggy wool hide. Spindly legs, broad, webbed feet and a paddle tail help it negotiate waterways. Its forked pronghorn helps dredge up underwater vegetation.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: MEDIUM (1.7 M TALL)
ATTRIBUTES: STR 10 (+2), INT 1 (–3), AGL 4 (±0), VIT 4 (±0), PRE 1 (–3), PER 3 (–1)
REACTIONS: QUIK +1, SAVV –1, STAM +2, WILL ±0
MOVEMENT: 6 M/40 M/10 KM
LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT
DEFENSE: 7
HEALTH: 6
WOUNDS: 5 WOUND LEVELS
SKILLS: ATHLETICS (RUN, SWIM) +1, OBSERVE +2, STEALTH +1, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: CAMOUFLAGE, DETERRENT (ROAR), NATURAL WEAPON (PRONGHORN, 1D6+2 DAMAGE)
TN EQUIVALENT: 5

DESCRIPTION

Moose herds wander Bardak's marshlands, consuming aquatic plant-life and generally avoiding other creatures. They ward off predators with their terrifying roar fueled by air forced from their tremen-

dous lungs and gasses belched from their cavernous stomachs. Bolder adversaries force the herd to retreat while a few bold males fend off attacks with their pronghorns.

Today Bardakians use various elements from the moose —wooly hide, leathery stomach lining, pronghorn—for luxury clothing, medicines, artwork, and lucky talismans.

BARROWBUG

These Bajoran insects look like tiny aphids, with near-transparent wings, delicate legs, and segmented bodies. Mandibles allow them to munch on mineral-rich Bajoran foliage, while a stubby stinger helps them defend against predators.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: MINISCULE (.10 CM)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 1 (–3), VIT 1 (–3), PRE 1 (–3), PER 2 (–2)
REACTIONS: QUIK –2, SAVV –2, STAM –3, WILL –3
MOVEMENT: 6 CM/40 CM/100M; FLY 150 M/HR
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 1
WOUNDS: 1 WOUND LEVEL
SKILLS: ATHLETICS (CLIMB) +2, OBSERVATION +2, STEALTH +1, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: BURROWING (EARTH), FLYING, NATURAL WEAPON (STING, 1D6–3 DAMAGE), RESISTANCE (TOXIN)
TN EQUIVALENT: 5 (4)

DESCRIPTION

These insects burrow hives in earthen mounds called barrows, from whence they fly to gently feed off nearby foliage. High mineral content in Bajoran plants keeps them sated; but when inadvertently brought to other worlds with lower plant nutrients, they defoliate entire regions by gorging themselves. Environmentalists either eradicate barrows or fertilize nearby plant life until they can find some other solution to exterminate the hardy insects.

BAZGAN FLOATER

These vast plants float through the smoky skies of the Class-K planet Bazgan II. Much of the bulk consists of a gigantic gasbag that allows a floater to casually cruise the skies, seeking the mineral-rich plumes from volcanoes. Gas from the digestive system fills the bag and keeps the floater airborne. The plant's diet affects the bag's exterior, giving it extra resilience and a striking swirl of colors from various elements it absorbs. A floater's system finds little use for certain elements, which accumulate on the bag's exterior as metal "tumors." These substances often include precious dense metals such as silver, gold, and latinum. Eventually these ore formations grow too large and peel off the plant's skin, falling far to the ground. Several vent orifices allow excess gas to escape. A floater frequently outgases instinctively to better maneuver in the direction of potential sustenance.

A pulpy torso beneath the bag provides ballast to remain upright, a complex mineral-extraction "digestive" system, and a decentralized nervous system. A forest of tentacles hangs down from the knobby brown torso containing absorption nodes that filter needed elements from volcanic smoke.

CREATURE STATISTICS

FORM: PLANT
DIET: MINERALS
FEEDING HABITS: FILTER
SIZE: TITANIC (55 M DIAMETER)
ATTRIBUTES: STR N/A, INT N/A, AGL N/A, VIT 18 (+6), PRE N/A, PER 1 (–6)
REACTIONS: QUIK +3, SAVV ±0, STAM +7, WILL +6
MOVEMENT: FLY 160 KM/HR
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 42
WOUNDS: 10 WOUND LEVELS (6 LEVELS HEALTHY)
SKILLS: N/A
SPECIAL ABILITIES: ARMOR (MINERAL REINFORCED HIDE, DEFLECTS 43 DAMAGE), FLYING, GANGLIA, INVULNERABLE (CORROSION, RADIATION), TRAIT (HIGH PAIN THRESHOLD)
TN EQUIVALENT: 15

DESCRIPTION

ENVIRONMENT: Bazgan II's floaters evolved from calderas in the planet's more stable regions. Here microorganisms combined to form a handful of primitive life-forms capable of migrating to and surviving in the harsh volcanic terrain that covers most of that world. Floaters flourished in the mineral-rich hot springs, then rose into the skies to take advantage of

nutrients in the steam and smoke from the planet's numerous magmatic features. Clusters of giant floaters hover in and near smoke plumes, though some wander too close and become caught in unexpected volcanic eruptions.

Behavior: Floaters congregate near vented gas, smoke, and steam from volcanoes, geysers, hot springs, and mid-ocean ridges. They hover so their tentacles immerse themselves in the most mineral-rich parts of the smoke. When volcanic features cease outgassing, floaters ride the winds and maneuver themselves toward new sources of sustenance.

Floaters propagate by finding hot springs into which they deposit a spore that develops on their pulpy torsos. Drawing on the heat, chemicals, and ores in the water, the spores grow into juvenile floaters. They siphon gas to initially fill their bags directly from the steaming water source, then cruise off in search of more abundant mineral sources.

Encounters

For miners working in Bazgan II's treacherous environment, floaters represent a source of renewable wealth. Some mining operations focus on extracting minerals from the open lava floes, but others concentrate on the "tumors" of valuable ore growing on floaters' gasbag skin. Rather than wait for these blobs of precious metal to drop off and fall to the tempestuous, volcanic surface, float-miners follow a floater and use low-powered phasers to dislodge the tumors. Tractor beams catch the nuggets and draw them back to the mining ship.

Since they possess only limited instincts, Bazgan's floaters do not react well to external threats. The hardy plants resist many corrosive substances and radiation, but sustain physical damage from lava and rock shot into the sky by volcanic eruptions, or weapons. Their primary defense remains flight.

BERSERKER CAT

Although the term "berserker cat" frequently refers to many species of vicious feline, it particularly describes the variety of lurking predator found on Errikang VII. Fur covers its two-meter long body in mottled green-and-brown patterns reflecting the jungle terrain in which it hunts. Oversized nostrils help it breathe and analyze the air for the scent of prey. Unblinking dark eyes sense the usual visual spectrum as well as infrared. Steepled ears enhance hearing and equilibrium. A stubby tail nub also assists maintaining balance without trailing behind to become tangled in underbrush. Four well-muscled legs end in soft-padded feet with retractable claws.

Creature Statistics

Form: Animal
Diet: Carnivore
Feeding Habits: Pouncer
Size: Medium (2 m long)
Attributes: STR 4 (±0), INT 1 (–3), AGL 5 (±0), VIT 6 (±0), PRE 0 (–6), PER 4 (±0)
Reactions: QUIK +3, SAVV ±0, STAM ±0, WILL +1
Movement: 6 m/40 m/10 km
Lifting/Carrying Capacity: 80 kg max (8 kg oral)/20 kg light
Defense: 7
Health: 6
Wounds: 5 wound levels
Skills: Athletics (climb, jump, run) +3, Stealth +5, Survival +6, Unarmed Combat: Natural Weapons +4
Special Abilities: Camouflage, Extraordinary Sense (chemoreception, infrared vision, subsonic hearing), Natural Weapon (claws, 1D6 damage)
TN Equivalent: 15

Description

Environment: Berserker cats lurk in Errikang VII's lush jungle regions, which are filled with plentiful game and adequate cover for ambushing it. The solitary felines softly pad along tree limbs, through tunnels formed by massive roots, and across overgrown and ancient ruins. They frequently make their lairs in natu-

ral caves, among the root systems, or in the shelters created by tumbled megaliths. Their dens offer havens where they sleep off eating binges, raise their young, and nurse wounds from their sometimes ambitious attacks. A typical lair contains a constricted entrance a cat can easily defend, a pile of brush for sleeping, and a depression where moisture collects from rain and foliage condensation.

Behavior: Solitary cats spend much of their day sleeping lightly, regaining and conserving energy for the hunt. They frequently position themselves for an ambush, using the dense jungle foliage for cover. Here they wait patiently between naps for a vruedebeast or other grazer to wander past. When they pounce, the cats become a blur of ruffled fur and slashing claws. The beasts sometimes even attack adversaries larger than themselves, especially when defending their hunting territory from other berserker cats or predatory intruders. Luckily the felines rarely tolerate one another (except during mating season) and do not hunt in packs.

Encounters

Berserker cats pose a hidden danger for anyone venturing deep into Errikang VII's jungles. They consider any living organism passing before their hiding places fair game. Archaeologists working among the region's ancient ruins frequently travel to the interior with armed escorts, who also clear excavation sites of lurking berserker cats. Expeditions maintain constant guard to keep new cats from moving into secured areas.

Settlers on Errikang VII tried unsuccessfully to domesticate the cats for guard beasts, usually with rather violent results. Today they cultivate a luxury business of leading daring off-worlders into the jungles to hunt cats. Only the wealthy can afford these dangerous safaris, which include guides and sentries experienced in spotting berserker cat ambuscades. Hunters lucky enough to survive often return with hair-raising tales of combat. The mottled hides make impressive trophies, though little enough export demand exists that the cats avoid danger of extinction through aggressive hunting. Some cultures revere the claws, incorporating them into jewelry meant to endow the wearer with some degree of the berserker cat's prowess, courage, and speed.

Bulgallian Rat

The fierce Bulgallian rat grows upwards of 2.5 meters long, with 1.5 meters consisting of its fearsome, whip-like tail tipped with a flourish of slender spines. Similar spines coat the rodent's pudgy torso, laying flat against its flesh until angered, when they stand out to intimidate foes and reinforce its own flesh. An angry mouth dominates its head, with small eyes, ears, and nostrils placed around a maw filled with a disarray of teeth used for cutting, tearing, and gouging meat from the crevasses of carrion. Front legs end in shovel-shaped foreclaws used to burrow through earth; powerful hind legs provide short bursts of mobility and contain larger spade-claws for digging. The spiny tail constantly thrashes about, ripping across anything that particularly annoys the rat.

Creature Statistics

Form: Animal
Diet: Carnivore
Feeding Habits: Scavenger
Size: Medium (1 m long)
Attributes: STR 4 (±0), INT 0 (–6), AGL 5 (±0), VIT 4 (±0), PRE 0 (–6), PER 5 (±0)
Reactions: QUIK +2, SAVV ±0, STAM +4, WILL +2
Movement: 6 m/ 40 m/10 km; burrow 1.5 m/round
Lifting/Carrying Capacity: 80 kg max (8 kg oral)/20 kg light
Defense: 7
Health: 4
Wounds: 5 wound levels
Skills: Athletics (climb) +2, Stealth +2, Survival +4, Unarmed Combat: Natural Weapons +3
Special Abilities: Armor (body spines, deflect 3 damage), Burrowing (dirt), Deterrent (fearsome appearance), Ferocious (when startled), Natural Weapon (tail spines, 1D6 damage)
TN Equivalent: 5 (8)

Description

Environment: Rats evolved in Bulgal's wasteland terrains—fetid bogs, gloomy tundra, and arid forests—during past ages when larger predators prevailed and provided a plentiful source of carrion. Their spiny hides and tails and a fierce demeanor deterred adversaries. Although their numbers decreased as the planet's other creatures died off, rats still managed to survive off organisms dying in their territory.

Aside from their hardy and protective physiology, the rats endure using a clever system of warrens. Communities of two to twelve rats burrow subterranean nests accessed through concealed entrances. Caverns offer safe havens in which to consume carcasses, raise young, and drink from pools of water that drain underground. Passages connecting the chambers sometimes range up to one kilometer, offering the rats a great deal of hidden mobility.

Behavior: Bulgallian rats range from their warrens at all times of day, trundling off in search of carrion. Their low profile and quiet passage help them traverse terrain without arousing notice of other creatures, which sometimes brings them into sudden contact and triggers an instant defensive rage. It bares a foaming mouth of teeth, hisses and growls, clenches well-mus-

cled hind legs, and whips its tail at perceived adversaries. Body spines bristle erect, increasing its apparent size, reinforcing its hide, and presenting hand-to-hand aggressors with a painful surface to hit. The rat continues this vicious display until the other party backs away; if attacked, the rat responds with ferocity as it flings itself at opponents.

Encounters

Travelers wandering anywhere from Bulgal's settled areas have the best chance to stumble across a rat or its warren. The varied environment of bogs and forests conceals the animal's low profile, often until unwary hikers stumble upon a wayward rat. Local guides often hire themselves to visitors to navigate this terrain, thumping their heavy walking staves against the ground to frighten off nearby rats.

Most outlying settlements near rat territory maintain low walls and gates to keep them from inadvertently wandering into towns seeking food. When carrion becomes scarce or warrens flood out, rat packs move closer to villages, burrowing near well-trod roads and paths, and in some cases digging their warrens beneath walls to reach storage basements and garbage heaps of the structures within. Settlement security forces train to conquer their fears and exterminate intruding rats.

2367

3260 CALDORIAN EEL

These long eels glide on land or water by rippling ambulatory muscles beneath their smooth skin. Their sucker-maws feed off low-level electricity. The eels' digestive systems act as natural capacitors, storing energy and regulating it to required body functions. They bite when threatened, discharging a mild current to shock foes before fleeing.

Creature Statistics

Form: Animal
Diet: Energy (electricity)
Feeding Habits: Scavenger
Size: Large (3 m long)
Attributes: STR 2 (–2), INT 0 (–6), AGL 3 (–1), VIT 5 (±0), PRE 0 (–6), PER 5 (±0)
Reactions: Quik ±0, Savv ±0, Stam +4, Will ±0
Movement: 9 m/60 m/15 km
Lifting/Carrying Capacity: N/A
Defense: 6
Health: 3
Wounds: 6 wound levels (2 levels healthy)
Skills: Athletics +4, Stealth +2, Survival +4, Unarmed Combat: Natural Weapons +2
Special Abilities: Absorption (1d6), Energy Attack (electrical), Invulnerable (energy weapons), Natural Weapon (shock, 1d6 damage)
TN Equivalent: 10

Description

Caldorian eels inhabit their planet's mineral-rich swamps, consuming electrical static discharges between the waters and outcroppings of surgeore strata. They frequently seek other energy rich environments such as settlements and starships. Although they rarely deplete large energy sources, they can siphon off enough electricity to impair interfaced systems or drain small devices. Some beings domesticate them as pets, offering them affection and a regular source of sustenance.

2367

3280 CARNIVOROUS RASTIPOD

This Bajoran carnivore suffers from a rare genetic mutation called rastipodia, in which a creature's forward orientation shifts 90 degrees to one side. Its two spindly left legs and stubbier right ones give it an awkward gait when leaping on prey. A flexible neck and powerful jaws allow the rastipod to snake after and subdue prey. Its mottled skin provides camouflage for blending in with its surroundings.

Creature Statistics

Form: Animal
Diet: Carnivore
Feeding Habits: Pouncer
Size: Medium (1.7 m tall)
Attributes: STR 8 (+1), INT 1 (–3), AGL 5 (±0), VIT 5 (±0), PRE 0 (–6), PER 3 (–1)
Reactions: Quik +3, Savv –1, Stam +1, Will +1
Movement: 8 m/40 m/10 km

LIFTING/CARRYING CAPACITY: 160 KG MAX (16 KG ORAL)/40 KG LIGHT
DEFENSE: 7
HEALTH: 6
WOUNDS: 5 WOUND LEVELS
SKILLS: ATHLETICS (RUN) +3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: CAMOUFLAGE, EXTRAORDINARY SENSE (INFRARED VISION), FEROCIOUS (WHEN HUNTING), NATURAL WEAPON (TEETH, 1D6+1 DAMAGE)
TN EQUIVALENT: 5

DESCRIPTION

Solitary rastipods inhabit Bajor's forests. Here they conceal themselves, waiting to ambush prey with particular ferocity. Occasionally they mistake sapient beings as prey, but usually realize their error before they clamp their jaws down on some unsuspecting hiker's neck.

CAVE-RAT

Cave-rats use their oversized nostrils, sharp claws, and needle-toothed jaws to find, reach, and consume carrion to fill their chubby, fur-covered bodies. Although they rarely exceed 35 centimeters, they rely on superior numbers when seeking food or defending their lairs.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: SCAVENGER
SIZE: LITTLE (35 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 2 (–2), VIT 4 (±0), PRE 1 (–3), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +4, WILL ±0
MOVEMENT: 1 M/7 M/2 KM; BURROW 0.75 M/ROUND
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 5
HEALTH: 1
WOUNDS: 3 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +2, STEATH +2, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: BURROWING (STONE), INVULNERABLE (DISEASE), NATURAL WEAPON (TEETH, 1D6–3 DAMAGE), TOXIN (XENOPOLYCYTHEA)
TN EQUIVALENT: 5 (8)

DESCRIPTION

These rodents infest caves on several M-class planets. Here they seek sustenance from dead animal matter. Sometimes they venture out of their caves in packs to seek carrion. Typical of many vermin, their filthy diet creates a thriving environment for disease (in this case, xenopolycytheia), which they transmit to others through their bite.

Spelunkers take great caution when venturing into caverns on worlds with cave-rat populations, including protective clothing, sonic pest repellers, and antidote (where available).

CETI EEL

This parasitic arthropod remains the only indigenous creature from Ceti Alpha V to survive Ceti Alpha VI's explosion and subsequent alteration of the former planet's orbit. Its body consists of chitinous plates tapering from the wide, hooded segment that protects the small head to the diminutive tail. A set of crushing mandibles dominates the face, with two slit eyes set above a maw from which a tongue darts for feeding. Ten sets of small pincers beneath the body provide locomotion and climbing ability. The eel reproduces by spawning larva between its plates when its nutrients exceed its physiological needs. These miniature eels, only one or two centimeters long, exist in a dormant state by extracting small amounts of nutrients from the adult. They leave the protection of the adult's segments only when they find a suitable host.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: PARASITE
SIZE: LITTLE (0.5M LONG)
ATTRIBUTES: STR 3 (–1), INT 0 (–6), AGL 1 (–3), VIT 4 (±0), PRE 0 (–6), PER 1 (–3)
REACTIONS: QUIK –3, SAVV –3, STAM +1, WILL ±0
MOVEMENT: 1 M/7 M/ 2 KM; BURROWING 7.5 CM/ROUND
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 3
WOUNDS: 2 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +2, STEALTH +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: BURROWING (SAND), DRAIN (–1 STR; –1WILL; SEE TEXT), NATURAL WEAPON (MANDIBLES, 1D6–1 DAMAGE)
TN EQUIVALENT: 5 (ADULT), 15 (LARVA)

Description

Environment: The eels developed in their homeworld's original aquatic regions, creeping along salt flats, marshes, and sandy shores of slow waterways. This environment provided ample hosts for feeding and breeding. After Ceti Alpha V's orbit shifted the eels quickly adapted to survive in the sandy, windswept wasteland. Although their population dwindled, many learned to conserve energy and nutrients, entering dormant states until potential hosts passed nearby. Now they range across Ceti Alpha V's deserts, burrowing through sand and climbing rocks to seek sustenance from unwilling hosts. The eels thrive in harsh, arid environments. Those rare specimens taken into captivity manage to survive with limited food in nearly any climate.

Behavior: An eel lurks just below the sandy surface until it detects an organism nearby, then scurries to latch on with its strong mandibles. It feeds on the host, draining one point of Strength from its victim each round until dislodged or killed. While the adult maintains its grip, one of its young awakens from its dormancy and migrates to the subject's skin. It attempts to reach the victim's cerebral cortex by penetrating the nearest external orifice, usually ears or nostrils, crawling 1.5 centimeters per round. If it enters the subject's brain pan, it wraps around the cerebral cortex and begins feeding. Although the larva consumes only small amounts of nutrients from the host, the intense pain drains one point of Willpower each round until reduced to zero. After five days, the larva grows large enough to begin feeding as an adult, and slowly kills its host.

Hosts can remove gripping adults through normal attacks, but curing a subject of a larva requires delivering an amount of damage to kill the imbedded creature (with 1 Health and 1 Wound Level) without harming the host. Medical procedures can accomplish this with a treatment modifier of +7 TN.

Encounters

Ceti eels pose a threat to anyone foolish enough to beam down to Ceti Alpha V. Despite a near-universal ban on trading in such lethal organisms, unscrupulous hunters sometimes capture them for sale to wealthy eccentrics with a penchant for collecting deadly, enigmatic creatures. Unsubstantiated rumors claim that some Cardassian interrogators use the larvae to coerce unwilling prisoners.

Circassian Cat

"Cat" loosely describes these Circassian-bred creatures that look like amorphous balls of fur with two sensory tentacles that "wag" when they become excited. Hair comes in a colorful variety of patterns; the tips possess some degree of adhesiveness, allowing cats to climb most surfaces.

Creature Statistics

Form: Animal
Diet: Energy (emotions)
Feeding Habits: Gatherer
Size: Little (0.5 m diameter)
Attributes: STR 3 (–1), INT 3 (–1), AGL 3 (–1), VIT 2 (–2), PRE 4 (±0), PER 5 (±0), PSI 4 (±0)
Reactions: QUIK ±0, SAVV ±0, STAM –1, WILL +1
Movement: 1 m/7 m/ 2 km
Lifting/Carrying Capacity: N/A
Defense: 8
Health: 1
Wounds: 4 Wound Levels
Skills: Athletics (climb) +2, Empathy +1, Observe +3, Stealth +3, Survival +5
Special Abilities: Amorphous, Deterrent (growls, puffed body), Trait (psionic)
TN Equivalent: 5

Description

As domesticated pets, these cats easily adapt to most environments their masters frequent. The Circassians bred them as companion creatures for relaxation and entertainment, much like Terran cats. With a minimal degree of psionic sensitivity, they thrive on emotions: positive feelings provide healthy sustenance (like starch), while more destructive emotions offer short bursts of manic energy (like sugar). In their masters' absence, cats wander off seeking emotional "food," an activity that frequently leads them into trouble.

CONSCIOUSNESS PARASITE

Scientists know little about this non-corporeal lifeform because it infects its host so quickly and quietly. It consists of a microscopic spark of energy that invades the host's consciousness seconds before death. Given the often-traumatizing experience leading to death, few victims realize the parasite has entered their brain's neural impulses. Limited experience shows that thoron emissions harm the parasite's cohesiveness and distract it.

CREATURE STATISTICS

FORM: ENERGY
DIET: ENERGY (EMOTIONS)
FEEDING HABITS: PARASITE
SIZE: MICROSCOPIC
ATTRIBUTES: STR N/A, INT 3 (–1), AGL N/A, VIT 2 (–2), PRE 3 (–1), PER 10 (+2), PSI 4 (±0)
REACTIONS: QUIK +2, SAVV +2, STAM –1, WILL +2
MOVEMENT: FLY 30M/HR
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: N/A
HEALTH: 1
WOUNDS: 1 WOUND POINT
SKILLS: STEALTH +1, SURVIVAL +4, TELEPATHY +5
SPECIAL ABILITIES: ENERGY BODY, FLYING, INCORPOREAL, RESISTANCE (PHYSICAL DAMAGE), TRAIT (PSIONIC), VULNERABILITY (THORON EMISSIONS)
TN EQUIVALENT: 20

DESCRIPTION

ENVIRONMENT: Consciousness parasites inhabit an extra-dimensional matrix that serves as their home and a repository for the conscious emotional energy they lure there. Some theorize this other dimension formed around a nexus of neural activity, possibly from the sudden death of billions of life-forms, or perhaps from the husk of a galaxy-sized energy creature that extinguished itself. The parasites float through this matrix feeding and existing. When food supplies dwindle, they emerge into this dimension through portals from their own. Nobody knows if the matrix creates these entrances, using some greater intelligence to channel parasites toward potential victims, or if the parasites themselves (individually or through a collective intelligence) navigate into this dimension directly to specific traumatized consciousnesses or wander in search of potential hosts.

BEHAVIOR: The traumatic feelings humanoids experience at death attract consciousness parasites. A sensitivity for emotional energy and perhaps a higher form of intelligence directs them to those at death's door. A parasite finds a potential host and infiltrates their consciousness seconds before death. To do this it must make a TN 5 Telepathy test. The parasite cannot feed from a host in this dimension; instead it uses its telepathic ability to manipulate the host's perceived consciousness to convince it to separate from the body—the normal process in death—and return with it to its extra-dimensional home. Although the parasite acts in nanoseconds, the host experiences time at a seemingly normal pace, thanks to the parasite's manipulation of neural impulses.

A parasite manipulates the host's consciousness by tapping into familiar thoughts, especially those related to the trauma leading to death. It may cause the victim to replay events in or out of sequence, or use images of friends and family to convince the host to give up their fight against death. The subject has little chance to resist until they realize something isn't right, usually when a parasite uses images and influences contrary to the host's memory or instinct. Once the victim notices something amiss, they may attempt to resist the parasite by making an opposed Will test against the parasite's Telepathy skill. Assuming the host can recover from their near-death injuries, a successful test repels the parasite and returns their consciousness to the task of willing their body to recover.

ENCOUNTERS

Consciousness parasites can emerge from their matrix anywhere they sense deadly trauma. Some believe they form the basis for many religious beliefs of an afterlife where familiar faces urge them to turn their back on life in this dimension and proceed to a better existence. Since scientists have had little opportunity to study these creatures, they cannot definitively report on the frequency of parasitic infections in the nanoseconds before death.

CORVAN GILVOS

Observers often mistake the arboreal Corvan gilvos for a tree branch or piece of dead wood on the rainforest floor. A long, root-like snout allows it to reach tasty insects it detects with a set of primary and secondary stick-like antennae. Small, dark eyes reside in recesses in its knobby head. Spindly, segmented legs easily resemble twigs. The gilvos's grayish brown skin allows it to blend easily into its habitat.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: GATHERER
SIZE: LITTLE (0.4 M LONG)
ATTRIBUTES: STR 3 (–1), INT 1 (–3), AGL 1 (–3), VIT 2 (–2), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK –1, SAVV –1, STAM –1, WILL –1
MOVEMENT: 1 M/7 M/2 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 1
WOUNDS: 3 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +2, OBSERVE +3, STEALTH +1, SURVIVAL +7
SPECIAL ABILITIES: CAMOUFLAGE, EXTRAORDINARY SENSE (SUBSONIC HEARING)
TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: The gilvos evolved in the rainforests of Corvan II, where plentiful insect life and few arboreal predators created a nurturing habitat. Gilvos played an important role in the jungle ecosystem, maintaining a balance between destructive bugs and the immense trees that supported the bionetwork among the leafy canopy. The creatures' voracious appetites kept insect populations in check and prevented massive deforestation at the hands of swarms.

The rise of settlement and industry on Corvan II imperiled the gilvos's habitat. Development and consumption of the rainforest's natural resources diminished their territory, eliminated their arboreal homes, and exterminated their natural food sources. Industrial pollutants further impacted their environment and slowly killed many gilvos. By 2368 only 14 gilvos remained. The species survives only through Federation intervention: the *U.S.S. Enterprise*-D transported two gilvos to the wildlife preserve on Brentalia in the hopes of transplanting the creatures to reproduce in a protected habitat.

BEHAVIOR: Gilvos move slowly, ensuring their footing and maintaining their camouflage. They constantly adjust their antennae, seeking sounds of bugs moving along tree surfaces, beneath the bark, or in loose, rich soil. They probe into these surfaces with their tube-like snout sucking up insects into their mouths for digestion.

The creatures have a sense of self-preservation paralleled by a degree of curiosity. Should they sense danger, the gilvos immediately freeze until they can assess the situation or the threat passes. Their constant search for nourishment sometimes brings them in contact with technology—the hum from a pattern enhancer, sensor array, or field modulator sounds deceptively like a swarm of insects.

In captivity the gilvos exhibit similar behavior as in the wild. They spend their time slowly exploring their surroundings seeking tasty bugs, becoming immobile should they perceive any potential threat.

ENCOUNTERS

Few Gilvos still exist on Corvan II. People encounter them more often in biological research centers or private collections of exotic wildlife. Although these captive creatures enjoy a stable environment and plentiful food, they serve as constant and sad reminders of how rapid advancement, industry, and colonization frequently overruns and destroys the environment for countless species throughout the galaxy. Several scientific programs attempt to breed gilvos for reintroduction to natural habitats, especially on worlds with rampant insect populations resistant to conventional control methods.

Given their near-extinct status, gilvos sometimes fall prey to unscrupulous traders seeking to obtain and sell the creatures to wealthy collectors. They make interesting exotic pets (and control nearby insect populations), but their possession by private individuals violates several galactic species protection laws. The Ferengi grand nagus purportedly keeps a gilvos as a pet, though nobody encountering him diplomatically ever suggests he enjoys its company illegally.

CRALLUCK

The inhabitants of Acamar III employ these tall-legged, grounded avians as domesticated beasts of burden. The creatures stand around three meters tall, supporting a spherical torso on two spindly legs knotted with muscle. Wide, splayed feet provide solid footing and clench into a hard fist for kicking adversaries and abusive handlers. They tuck two vestigial wings close to their bodies, flexing them for balance while running. A stubby tail-nub also maintains equilibrium

for the bipedal birds. Their reptilian necks sway when they walk, but provide enough flexibility to gather grass from ground level and pick parasites from any part of their bodies. Broad bills protrude from feathered head for grasping, uprooting, and munching on grass. Short feathers cover their torsos and heads, while compact scales protect their necks and legs.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: LARGE (3 M TALL)
ATTRIBUTES: STR 4 (±0), INT 0 (–6), AGL 4 (±0), VIT 2 (–2), PRE 1 (–3), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +2, WILL –2
MOVEMENT: 13.5 M/90 M/22.5 KM
LIFTING/CARRYING CAPACITY: 80 KG MAX (8 KG ORAL)/20 KG LIGHT
DEFENSE: 7
HEALTH: 2
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN) +2, OBSERVE +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: EVASION, NATURAL WEAPON (KICK, 10D6 DAMAGE), SPEED
TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: Scientists believe crallucks evolved from flying avians with wider migratory ranges that settled in Acamar III's vast grasslands. Generations of nesting in the same territory, without wandering between habitats seeking food, slowly changed them into flightless birds. Without flight they developed powerful legs to evade predators. Their snake-like necks helped them reach vegetation on the ground or in taller bushes and trees. When the Acamarians began building their civilization, they captured and domesticated many flocks. The birds lived sheltered lives in paddocks until needed as beasts of burden—even with exacting culinary preparation their meat still tasted tough and sour. Today some flocks roam what's left of Acamar III's grasslands, but most crallucks exist as pampered domesticated beasts.

BEHAVIOR: Wild crallucks roam the savannas in flocks of 20 or more birds. They spread out to feed on grass and other foliage, but clump together when traveling great distances or fending off predators. Since their savage kick can only affect targets behind them, they frequently form small groups, tail-nubs facing outward, so they can better kick at enemies.

In captivity crallucks seem responsive to trainers' commands, accepting a container harness slung over the wing muscles that knot up into their bodies where their snake-like necks begin. They usually emit a calm honking noise thought to communicate with each other, but screech and squawk when confronted with danger, painful burdens, or abuse. If upset, a cralluck turns its tail toward a perceived threat, waggles its vestigial wings for balance, and kicks with one of its muscled legs. As a rule, handlers stay to the front or sides, and move quickly to avoid the creature's posterior. A special saddle allows trainers to ride along with cralluck herds and offer a greater degree of control.

ENCOUNTERS

People usually encounter crallucks as domesticated beasts of burden on Acamar III. They haul a variety of goods that fit into their harness-carriers. Flocks laden with goods stampede between settlements, herded by handlers riding alongside. Those unfamiliar with cralluck defensive behavior sometimes receive a kick if they act threateningly around the beasts by shouting, poking them, or discharging phasers.

DALVIN HISSING BEETLE

These segmented beetles often grow up to 21 centimeters long. Their chitinous bodies range from black, brown, and tan with lighter speckling, enabling them to blend in with soil. Antennae connected to resonance chambers give them particular sensitivity to sound.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE (FUNGUS)
FEEDING HABITS: SCAVENGER
SIZE: TINY (21 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 3 (–1), VIT 2 (–2), PRE 0 (–6), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +2, WILL –2
MOVEMENT: 30 CM/2 M/ 250 M; BURROWING 7.5 CM/ROUND

LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 6
HEALTH: 1
WOUNDS: 2 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +2, STEALTH +2, SURVIVAL +4
SPECIAL ABILITIES: BURROWING (SOFT EARTH AND ROTTING WOOD), CAMOUFLAGE, DETERRENT (HISSING), EXTRAORDINARY SENSE (ULTRASONIC HEARING)
TN EQUIVALENT: 5

DESCRIPTION

Hissing beetles inhabit the lower reaches of forests, consuming vegetable detritus in the humus covering the ground. They infest fallen trees, decaying bogs, and piles of mossy leaves. Although their bodies blend into their natural surroundings, the beetles intimidate foes with their fierce hiss, providing a short distraction to allow them to escape by burrowing into the soft earth. Schools sometimes keep them as pets to demonstrate the regenerative power of ecosystems.

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DEGEBIAN MOUNTAIN GOAT

Shaggy fur coats keep these eight-legged herbivores warm, while flexible hooves and equilibrium from four ears maintain their footing and balance. Flexible long lips help them gather moss and leaves from hard-to-reach places. They use bony horns on their snouts and foreheads to loosen cliff rocks to reach tasty fungus growing in crevasses.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GATHERER
SIZE: SMALL (1 M TALL)
ATTRIBUTES: STR 4 (±0), INT 1 (–3), AGL 11 (+2), VIT 4 (±0), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM ±0, WILL +1
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 80 KG MAX (8 KG ORAL)/20 KG LIGHT
DEFENSE: 9
HEALTH: 4
WOUNDS: 4 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +5, OBSERVE +2, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: EVASION, FEROCIOUS (DEFENDING TERRITORY), NATURAL WEAPON (HORNS, 1D6 DAMAGE)
TN EQUIVALENT: 5

DESCRIPTION

These creatures bound along the crags of Degeb IV's mountains seeking the sparse vegetation. They sometimes shower rocks on unsuspecting hikers below and block rugged trails, but can reveal the best climbing paths to sharp observers.

The foul-tempered, territorial goats use their horns to fend off intruders. They flee when faced with superior foes, relying on their sure footing and keen balance to scurry off across the mountainsides.

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32-86

DENEBIAN SLIME DEVIL

The Denebian slime devil at first appears to be all mouth. Its "face" is a wide maw lined with needle-sharp teeth; above it is a bony frill similar to an Earth ceratopsian and on either side unfold large, swiveling ears. It has no eyes, depending on sonar and hearing to track fish or crustaceans for food. (Its tough, horrible-tasting flesh and mindless ferocity both discourage predators.) Its webbed hind feet propel it through water and mud with roughly equal facility; its forelimbs unfold and telescope out to almost the creature's body length (which can range from 10 to 120 cm) to spear its prey on long, curved single claws. Its body is mostly gullet, skin stretched over a digestive tube and flexible, tough ribs. The largest Denebian slime devils mass up to 26 kg.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (ANY, PRIMARILY FISH AND CRUSTACEANS)
FEEDING HABITS: POUNCER
SIZE: SMALL (120 CM LONG)
ATTRIBUTES: STR 8 (+1), INT 3 (–1), AGL 15 (+4), VIT 7 (±0), PRE 1 (–3), PER 9 (+1)
REACTIONS: QUIK +7 SAVV +1 STAM ±0 WILL –1
MOVEMENT: 8 WALKING, 12 SWIMMING
LIFTING/CARRYING CAPACITY: 160 KG (DRAGGED WITH CLAWS)
DEFENSE: 11
HEALTH: 8
WOUND LEVELS: 4
SKILLS: ATHLETICS (SWIM) +2, OBSERVE (SONAR) +6, STEALTH +4, SURVIVAL (MARSH) +6, UNARMED COMBAT: NATURAL WEAPONS (CLAWS, BITE) +6
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (COMPLETELY AMPHIBIOUS), EXTRAORDINARY SENSE (SONAR), FEROCITY (DURING MATING SEASON), MULTIPLE ATTACKS (BOTH CLAWS), NATURAL WEAPONS (CLAWS 1D6+4 EACH, BITE 1D6+1)
TN EQUIVALENT: 10

DESCRIPTION

Fleshy, pinkish creature resembling an Earth moray eel with webbed rear feet and two harpoon claws on telescoping forelimbs. 10 cm to over a meter in length, they mass up to 26 kg.

ENVIRONMENT: As their name indicates, Denebian slime devils live in the slimy marshes, tide pools, and swamps of Deneb V, which orbits the white supergiant Deneb 1500 light years from Earth. Most of the life on Deneb V (and the other worlds in the system) has a very high metabolic rate; this makes predators highly aggressive, as they must consume more food for their body weight than most Earth creatures. Most Denebian slime devils live along shorelines, but some have found their way to inland ponds or lakes, and there have been reports of albino slime devils living in the cave systems of Deneb V, where their sonar would give them powerful advantages over sighted prey—including Humans.

BEHAVIOR: Denebian slime devils are totally amphibious, and will eat anything smaller than themselves from fish to crustaceans to shore birds to burrowing mammals. If it can, a slime devil will even try to bring down a larger creature and bite off great bloody chunks of its flesh until it, too, can be conveniently devoured or left for scavengers. Always eager to attack anything in sight, the Denebian slime devil becomes completely uncontrollable during its mating season, from fall to spring.

The combination of rapacious hunger, mindless ferocity, and general ugliness has made "Denebian slime devil" a popular schoolyard taunt all over the quadrant; even Klingon propaganda has been known to apply it to "expansionist" rivals. The Denebians themselves use the slime devil as their slang for lawyers, swindlers, and hypocrites; their culture strongly disapproves of fraud, and as late as the mid-24th century, the slime devil was in some danger of becoming extinct as a hunted, hated, deeply symbolic pest.

ENCOUNTERS

Denebian slime devils make good momentary threats; they are especially dangerous in dark caves or underwater, where humanoid characters will be at serious disadvantages. The taunt of "Denebian slime devil" makes excellent narrative color, of course. Slime devils' omnivorous rapacity makes them especially ecologically dangerous—either unscrupulous smugglers or naïve conservationist do-gooders might endanger other worlds by transporting slime devils to them.

DENEVAN NEURAL PARASITE

Called the "Denevan neural parasite" after the planet where Starfleet first encountered the creature in 2267, these creatures are actually the individual cells of a large, discorporate colony "brain." They resemble large fried eggs (about 30 cm across, massing around 1 kg), and can cling to ceilings, walls, and other surfaces with tiny rootlets similar to cilia. They can fly from place to place (possibly by telekinesis) and attack sentient beings. If need be, they can fly from world to world through space; they are invulnerable to most interstellar hazards except for very powerful ultraviolet radiation such as that in a sun's outer coronasphere.

CREATURE STATISTICS

FORM: ANIMAL COLONY
DIET: SENTIENT NEURAL ENERGY
FEEDING HABITS: PARASITE
SIZE: LITTLE (30 CM)
ATTRIBUTES: STR 3 (−1), INT 8 (AS COLONY, +1), AGL 6 (±0), VIT 9 (+1), PRE 12 (+3), PER 14 (AS COLONY, +4), PSI 8 (AS COLONY, ±0)
REACTIONS: QUIK +7, SAVV +4, STAM +1, WILL +3
MOVEMENT: 1 CRAWLING, 10 FLYING
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 8
WOUND LEVELS: 3
SKILLS: ATHLETICS (FLY) +1, ATTACH +6, OBSERVE +2, STEALTH (HIDE) +6, SURVIVAL (SPACE) +6, TELEPATHY (AS COLONY) +3
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), FLYING (OR PSYCHOKINESIS), GANGLIA, INVULNERABLE (COLD, VACUUM, COSMIC RAYS), PSIONIC, SPEED (FLYING), VULNERABILITY (POWERFUL UV RADIATION)
TN EQUIVALENT: 15

DESCRIPTION

Single-celled flying blastules of an unpleasant yellow-pink color; approximately 30 cm across, massing up to one kilogram.

ENVIRONMENT: The neural parasite is probably native to a world well outside the Milky Way Galaxy; it may have evolved to prey on the overwhelming psionic energies given off by the Kelvans of Andromeda or some other species. The known track of infestation in our Galaxy passed through the Beta Portolan system, wiping out its civilization centuries ago, and drove the world Levinius V into mass insanity in 2067. After destroying civilization on Theta Cygni XII, the infestation struck Federation colonies on Ingraham B in 2265 and Deneva in 2267.

Behavior: Once upon a world, neural parasites spread out through air vents, mass transport, and other systems to infest as many sentients as possible in a rapid, overwhelming assault. Neural parasites often attempt to strike from blind spots behind or above their victims, flying toward the back or neck in a low, swooping glide to attach themselves.

When the neural parasite attaches itself to a sentient victim, it immediately shoots thousands of tiny tendrils into the sentient's central nervous system. A target must succeed at an an *immediate* Quickness reaction test against a TN equal to the parasite's Attach test result to be able to pull the parasite loose, and loses his next action if successful. (Surprised characters cannot resist in time.) Once fully attached, the parasite controls its host through direct neural stimulation backed up with intense pain. To resist the parasite's commands, the host must succeed in a Willpower reaction test opposed by the parasite's Presence. (Characters with High Pain Threshold may add +2 to this test.) After each failure, the host loses 1 point of Willpower, until he reaches automatic failure on the test and permanent enslavement.

The collective hive mind breeds parasite cells until an entire world is under its control; it then spawns and its offspring flies through space to another world. If the hive mind controls a technically advanced world, as it did on Ingraham B in 2265, it may force mass emigration in spacecraft to a new planet rather than risk the lengthy interplanetary voyage.

Encounters

A neural parasite infestation is a potential prime mover. Although the *U.S.S. Enterprise* destroyed the Denevan colony with UV satellites, it might have spawned earlier while outside Federation territory—even centuries ago on Beta Portolan. The parasite mass-mind might have learned subtlety from the Denevan failure, and work from within as a subtle conspiracy of the controlled, convincing host surgeons to implant the creatures inside victims where they can shelter from UV light. Crews might have to investigate the parasite-haunted ruins of Beta Portolan for further weaknesses of the colonies, never knowing when their fellows have been infected.

DIKIRONIUM CLOUD CREATURE

Also known as the "vampire cloud," the dikironium cloud creature is a semi-corporeal entity (composed of the gaseous compound dikironium) that feeds on hemoglobin. It can alter its molecular structure at will, making it immune to almost all weapons including ship's phasers, and can only be recognized by its vampirism and its characteristic sickly-sweet odor, like rotting honey. It most often resembles a whitish fog, and displays glistening highlights when it feeds, probably as an energetic byproduct of the conversion of hemoglobin to dikironium molecules.

CREATURE STATISTICS

FORM: GASEOUS
DIET: HEMOGLOBIN
FEEDING HABITS: CHASER
SIZE: VARIABLE (SMALL TO MAMMOTH)
ATTRIBUTES: STR 0 (–6), INT 9 (+1), AGL 12 (+3), VIT 14 (+4), PRE 12 (+3), PER 9 (+1)
REACTIONS: QUIK +1 SAVV +3 STAM +7 WILL +5
MOVEMENT: 20 FLYING, WARP 5 IN SPACE
LIFTING/CARRYING CAPACITY: 0
DEFENSE: 10
HEALTH: 14
WOUND LEVELS: 7 (3 LEVELS HEALTHY)
SKILLS: OBSERVE (TRACK) +4, STEALTH +3, SURVIVAL (SPACE) +2, UNARMED COMBAT: NATURAL WEAPONS (BLOOD DRAIN) +10
SPECIAL ABILITIES: AMORPHOUS, ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), DISLOCATION (SEE BELOW), DRAIN (HEMOGLOBIN (5 VIT PER ROUND)), EVASION, FLYING, GASEOUS BODY, INVULNERABLE (ENERGY WEAPONS, FIRE, PHYSICAL DAMAGE, RADIATION).
DISLOCATION* (10): THE DIKIRONIUM CLOUD CAN LOOP ITSELF BACKWARD IN TIME, APPEARING BRIEFLY IN TWO PLACES AT ONCE. THIS REQUIRES A DODGE ACTION, WHICH MAY BE ATTEMPTED AT ANY TIME (AND REPEATEDLY) UP TO FIVE ROUNDS AFTER BEING HIT. IF SUCCESSFUL, THE CREATURE DODGES BACK IN TIME TO BEFORE BEING HIT, AND TAKES NO DAMAGE. ANY ATTACKS THE CREATURE MADE DURING THOSE FIVE ROUNDS STILL AFFECT TIME-BOUND VICTIMS, HOWEVER. ANTIMATTER EXPLOSIONS CANNOT BE DODGED BY DISLOCATION, AS THEY AFFECT THE TIME-SPACE CONTINUUM ITSELF.
TN EQUIVALENT: 25

Description

Semi-corporeal gaseous cloud entity occupying between 1 and 10 cubic meters; mass unknown.

Environment: The vampire cloud can travel through interstellar space by means of gravity pressure and alteration (which mechanism probably allows it to fly on a planet and keep itself together in strong winds). The cloud creature can even flow along gravity wells into the time continuum—possibly by finding quantum black holes in subspace—and loop itself back in time for up to 30 seconds. This ability argues that the vampire cloud evolved in another dimension and "fishes" in this one for hemoglobin. The dikironium cloud creature destroyed by Captain James Kirk in 2265 with an antimatter bomb centered its activities on the planet Tycho IV, but vampire clouds as a species may not have "home planets" as such. Alternatively, Tycho IV may have held a micro-wormhole through subspace to the

cloud's home dimension, and the cloud remained nearby out of habit or convenience.

Behavior: The vampire cloud will feed on any and all sources of hemoglobin in the area until sated; during its 2257 attack on the *U.S.S. Farragut* it took the blood of 200 Humans to fill it to repletion. Like many predators, the cloud probably feeds to capacity whenever it can, and slowly expends its stored energies in an expanded hunting spiral out from its base planet.

Encounters

The dikironium cloud creature will likely be a prime mover for an episode, given its hunger for blood and relative immunity to damage. A vampire cloud attacking the citizens of a thickly populated urban colony would pose a very grave challenge indeed—setting off an antimatter bomb in such a setting would kill more people than the cloud!

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DRATHAN PUPPY LIG

This 30-centimeter long arthropod moves on soft mobility cilia covering its underside. The puppy lig's forward nodule contains small sensory nibs and two fan-like antennae that flap according to its moods. Its flat, teardrop shaped body possess earth-tone coloration.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (SINGLE-CELL MICROBES)
FEEDING HABITS: GATHERER
SIZE: LITTLE (30 CM LONG)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 4 (±0), VIT 1 (–3), PRE 1 (–3), PER 4 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM –2, WILL –2
MOVEMENT: 1 M/7 M/2 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 1
WOUNDS: 3 WOUND LEVELS
SKILLS: ATHLETICS (CLIMB) +2, OBSERVE +3, SURVIVAL +5
SPECIAL ABILITIES: EXTRAORDINARY SENSES (CHEMORECEPTION)
TN EQUIVALENT: 5

Description

Drathans domesticated puppy ligs as playful companions that enjoy playing, tickling, and climbing all over their owners. Mobility cilia act as natural biofilters, scouring surfaces they traverse of microbes that form the ligs' diet. Anyone with an affectionate lig pet has extra protection against diseases transmitted through skin contact. The lig makes a Stamina reaction test as it eats harmful microbes on the owner's skin. If it lives, the lig consumes all remaining traces in contact with its master; if it dies, it serves as an indicator of deadly microbes nearby.

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32-80

DRYWORM

The dryworms of Antos IV sometimes reach lengths of 20 meters. Their physiology consists of silicon components arrayed into circular bands forming the creatures' elongated bodies. Anterior sensory nodes contain mineral concentrations that function as visual, auditory, and seismic sense organs, feeding information by electrical impulse to the worm's simple brain (a liquid chamber of suspended ore concentrations). The dryworm moves through desert terrain and burrows beneath the sand by wagging its head and driving forward on contracted and expanded silicon body segments.

CREATURE STATISTICS

FORM: MINERAL
DIET: ENERGY
FEEDING HABITS: FILTER
SIZE: HUGE (20 M LONG)
ATTRIBUTES: STR 12 (+3), INT 0 (–6), AGL 2 (–2), VIT 7 (±0), PRE 0 (–6), PER 1 (–3)
REACTIONS: QUIK –2, SAVV –3, STAM +5, WILL ±0
MOVEMENT: 48 M/ 320 M/80 KM; BURROWING 12 M/ROUND
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 5
HEALTH: 10
WOUNDS: 8 WOUND LEVELS (4 LEVELS HEALTHY)
SKILLS: STEALTH +2, SURVIVAL +3, UNARMED COMBAT (ENERGY ATTACK) +2

SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), ARMOR (SILICON HIDE, DEFLECTS 13 DAMAGE), BURROWING (SAND), ENERGY ATTACK (ELECTRICAL DISCHARGE, 106 DAMAGE), MINERAL BODY
TN EQUIVALENT: 20

DESCRIPTION

ENVIRONMENT: Dryworms emerge from Antos IV's coreward regions, burrowing up toward the planet's deserts that form their adult habitat. By passing their rippling body surfaces through or across the fluid sand they generate the static electricity that serves as nourishment. The sand provides friction against their bodies to generate current, but also fuses on their hard exterior to fill in wounds, reinforce their rocky, armored exterior, and add new segments to their bodies. As anaerobic creatures, the dryworms have no need to return to the desert surface to breathe. When a worm reaches a maximum size (around 23 meters), it instinctively burrows back down into the planet's lower crust, where intense magmatic heat helps it divide itself into many smaller dryworms that burrow back toward the surface.

BEHAVIOR: A dryworm's body acts as a giant capacitor. It lies dormant beneath the dunes, burrows swiftly in the sand, and bursts out to skim along the surface as its instincts for the best current-generating terrain dictate. Their simple brains know when to gather, store, and discharge energy required for their body functions. Sometimes one accumulates enough to leave its natural desert habitat for short periods, usually wandering into settlements bordering the wastelands. Although they feed off energy created by friction, dryworms do not seek sources of pure energy—their mineral capacitor "digestive" systems only absorb electrical current generated between their own bodies and other silicate surfaces.

Few predators on Antos IV bother dryworms, but the dull-witted creatures often inadvertently disturb other desert denizens. When attacked, the dryworm thrashes its head at the threat, then discharges an energy burst from capacitor chambers within its body, sending an electrical current along its armored surface. After distracting enemies with a few energy shocks, the worm tries escaping back under the dunes.

ENCOUNTERS

Most visitors to Antos IV's desert regions spot surfacing dryworms from afar, marveling at their vast size as they burst from beneath the sands. Anyone camping in these regions, however, runs the risk of accidentally encountering a dryworm as it rumbles across the dunes or bursts from beneath. Although the worm takes little notice of those it disturbs, it can elicit a violent reaction from others; in these cases, it tries shocking one or two adversaries before beating a hasty retreat.

Some exploitative entrepreneurs believe they can rig a dryworm into a specialized environment to become a giant energy core, though few have managed to locate, capture, and export a worm for such an abusive purpose.

DYTALLIC LASER-BEAST

PHYSICAL DESCRIPTION: This unusual creature resembles a crystalline scorpion, with a wide flat body, three pairs of legs and a curving tail ending in a thick bulb. The entire creature is made of crystal, and shimmers in the light. It has no visible features, but under close examination a faint spark of light can be seen dancing from facet to facet throughout the body, and is both brighter and more active in the stomach region.

CREATURE STATISTICS

FORM: MINERAL
DIET: ENERGY
FEEDING HABITS: GRAZER
SIZE: LARGE (3M TALL)
ATTRIBUTES: STR 8 (+1), INT 2 (–2), AGL 2 (–2), VIT 12 (+3), PRE 4 (±0), PER 3 (–1)
REACTIONS: QUIK ±0, SAVV ±0, STAM +4, WILL ±0
MOVEMENT: 5 M/30 M/8 KM; BURROWING 5 M/30 M/8 KM
LIFTING/CARRYING CAPACITY: 180 KG MAX (18 KG ORAL)/40 KG LIGHT
DEFENSE: 5
HEALTH: 13
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (CLIMB, JUMP, RUN) +1, OBSERVE +3, RANGED COMBAT +8, STEALTH +2, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +6
SPECIAL ABILITIES: ARMOR (CRYSTALLINE BODY, DEFLECTS 5 DAMAGE), BURROWING (ROCK), EXTRAORDINARY SENSE (ENERGY), INVULNERABLE (ENERGY), MINERAL BODY, NATURAL WEAPONS (LASERS 206), RANGED ATTACK, SPEED (BURROWING)
TN EQUIVALENT: 15

DESCRIPTION

ENVIRONMENT: Found deep within the mines of Dytallix B, in the Mira star system, this crystalline animal moves from cave to cave, seeking out radioactive materials. It also travels the tunnels and mineshafts, sometimes creating new passages in its travels.

BEHAVIOR: Dytallic laser-beasts survive on energy, specifically radiation and heat. They seek out the deeper mine shafts, which come close to the planet's core and thus have a higher ambient temperature. They are also drawn to radioactive minerals. When feeding, the absorbed energy can be seen reflecting from facet to facet, growing stronger with each reflection. Finally the light reaches the creature's central nervous system, located in its waist, and the energy is

then portioned out throughout the body. The laser-beast gets its name from its ability to channel stored energy through its claws or tail, in the form of laser beams. These beams can be used offensively, but the creature also uses them to cut through stone walls and other impediments.

Laser-beasts reproduce by laying crystalline eggs. They wander the mines in search of particular rock formations, and whenever one of sufficient size is located the laser-beast imbeds the tip of its tail in the rock and breaks it off, leaving it there. The tip acts like an egg, and over the next few weeks it grows in size. Finally the egg begins to emit weak laser beams, which cut it free from the wall—the shell shatters upon impact, revealing a small but complete laser-beast.

ENCOUNTERS: The Dytallix Mining Corporation abandoned Dytallix B for unknown reasons. Rumors claim the laser-beasts appeared when miners sank a particularly deep shaft, and that the creatures then appeared, menacing and killing miners until the company was forced to give up its operations there. Most likely the laser-beasts were born close to the planet's core, and were released when the miners opened the shaft. Laser-beasts are aggressive and territorial, and move in packs of twenty individuals, claiming an entire area of shafts and attacking any intruders.

EEL-BIRDS

These three-meter-long reptilian avians gain their name from the rows of long wing-scales running down the right and left sides of their sinuous bodies. By undulating their bodies and fluttering their wing-rows they generate enough lift for incredible flight speeds. They can also slither carefully along the ground or in trees. Flexible mouths filled with grinding teeth help them gather and consume vast amounts of foliage. Their bodies store nutrients to expend during their frantic flight and inter-system migrations. Air-tight lids seal visual and auditory organs in the head. Their whip-like tail provides balance and steering in atmospheres and serves as a defensive weapon if provoked.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: LARGE (3 M LONG)
ATTRIBUTES: STR 2 (–2), INT 0 (–6), AGL 4 (±0), VIT 4 (±0), PRE 1 (–3), PER 3 (–1)
REACTIONS: QUIK +1, SAVV –1, STAM +2, WILL ±0
MOVEMENT: 18 M/120 M/15 KM; FLY 80 KM/HR
LIFTING/CARRYING CAPACITY: N/A
HEALTH: 2
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: OBSERVE +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), FLYING, INVULNERABLE (VACUUM), NATURAL WEAPON (WHIP TAIL, 1D6–2 DAMAGE), SPEED
TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: Eel-birds were cave-dwelling reptiles in the kilometer-high mountains of Regulus V that evolved into avians capable of traversing great planetary and interplanetary distances. The caves where they breed and hatch are close enough to verdant vegetation to provide lush sustenance but high enough that they develop in the low-gravity zone.

Eel-birds inhabit their homeworld's forests and those of the planet's several jungle moons. Depending on the orbital disposition of the system's other habitable planets, the creatures sometimes migrate to these worlds seeking vegetation.

BEHAVIOR: Although they breed and hatch in high-altitude caves on Regulus V, eel-birds spend most of their lives feeding in terrain with heavy foliate, or migrating between feeding grounds. Once they locate an area of abundant flora, they descend and slither among the plants, consuming as much as possible and taking brief rests curled up in high tree branches.

Many eel-birds fly to the planet's close-orbiting moons, sparsely inhabited satellites covered in lush foliage. If the system's other planets pass nearby, the creatures also attempt migrating there to find new food sources. The eel-birds fly skyward at their maximum speed, their bodies rippling and their wing-scales flittering. Their anaerobic physiologies and protected organs help them survive in space. After establishing their momentum and escaping the gravity well, they fold themselves into balls to conserve body energy during the space flight. Complex astrographical instincts allow them to plot their course between Regulus V, its satellites, and other nearby planets in the system.

Every 11 years flocks of eel-birds instinctively converge on the high caverns on Regulus V where they hatched. Those on the moons or planets in the Regulus system time their journey to arrive during the mating frenzy. After depositing eggs to hatch the next generation, the eel-bird parents disperse to new feeding grounds.

ENCOUNTERS

Eel-birds pose little threat to other organisms in their feeding areas. They shy away from confrontations, preferring to whip with their tails as they fly away from adversaries. During migration, however, masses of eel-birds traveling through space create nav-

igational hazards for ships operating near Regulus during mating season. Larger vessels must avoid sucking the creatures into their engine nacelles. Collisions with the eel-birds can seriously damage smaller craft.

These creatures constantly intrigue scientists with their intense instinctive urge to return to their hatching caves every 11 years. Biologists take keen interest in the eel-birds' navigational intuition.

EXOCOMP

The construct exocomp consists of an octagonal metal body mounted on two foot-like antigrav units that provide locomotion. The body tapers in the forward section to a tool node upon which it replicates tools required for specific duties. Side-mounted sensor pods, a red photoreceptor, and several antennae provide the means to perceive its environment and communicate basic data to operators. Its sensor capabilities mimic those found in a 24th-century Starfleet tricorder.

An integrated microreplicator can form a variety of tools on the exocomp's forward node, including gravitic calipers, hyperspanners, magnetic probes, micro-grippers, and plasma torches. Their high onboard intelligence and ability to learn allow exocomps to acquire the profiles of new devices after examining samples or downloading computer specifications for them. To replicate a specific device requires a TN 5 Construct test; replicating more esoteric tools requires a higher TN.

Their programming enables exocomps to tackle most technical duties. They possess a capacity to learn new skills and behaviors both through experience and download programming; however, they can only apply skills their bodies have a capacity to perform.

CREATURE STATISTICS

FORM: CONSTRUCT
DIET: ENERGY (POWER)
FEEDING HABITS: N/A
SIZE: SMALL (1 M LONG)
ATTRIBUTES: STR 5 (±0), INT 3 (–1), AGL 2 (–2), VIT 4 (±0), PRE 1 (–3), PER 4 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +1, WILL +1
MOVEMENT: 3 M/20 M/5 KM; FLY 4.5 M/ROUND
LIFTING/CARRYING CAPACITY: 100 KG MAX (10 KG ORAL)/25 KG LIGHT
DEFENSE: 5
HEALTH: 4
WOUNDS: 4 WOUND LEVELS
SKILLS: CONSTRUCT +5, ENGINEERING: STRUCTURAL +1, ENGINEERING: SYSTEMS +1, REPAIR +5,
SPECIAL ABILITIES: FLYING, MECHANICAL BODY
TN EQUIVALENT: 5

DESCRIPTION

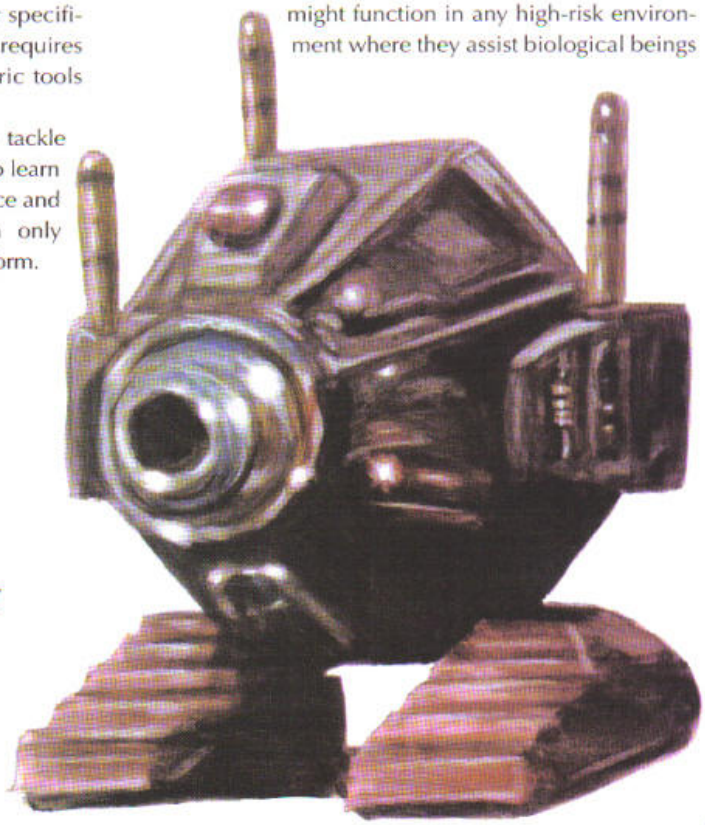
ENVIRONMENT: Exocomps operate in high-technology facilities, often in areas hazardous to biological life-forms. Operational overseers dispatch them to carry out routine technical maintenance or specific repairs to damaged systems. Their compact size offers them easy access to cramped engineering spaces such as Jefferies tubes

Dr. Farallon created exocomps in 2369 specifically for technical duties in hazardous areas of an experimental particle fountain mining facility on Tyrus VIIA. Initially treated as programmed machines, Farallon and the *Enterprise*-D crew eventually realized they possessed an adequate level of intelligence for consideration as sentient life-forms. Several now serve as coworkers with biological technical crews in industrial operations with dangerous duties.

BEHAVIOR: Exocomps carry out their assignments dutifully thanks to their programming. Their mechanical nature also makes them tireless workers. Onboard intelligence gives them an affinity for creative thinking when facing new challenges. They sometimes engage in independent and obstinate logic, especially when asked to complete task of uncertain moral nature. Despite their robotic origins, exocomps maintain a particular concern for preserving biological life-forms, even at the expense of their own well-being.

ENCOUNTERS

Exocomps serve as trusty repair units in a pinch, assuming people place faith in their abilities. They might function in any high-risk environment where they assist biological beings



in maintaining and fixing technologically sophisticated systems. Researchers developing new industrial fields employ them as workers in hazardous areas. "Malfunctioning" or "stubborn" exocomps sometimes rebel when asked to perform ethically questionable duties. Keen observers might see rebellious behavior in these constructs as symptomatic of a greater problem.

The industrial and scientific community oversees and protects creation of additional exocomps and their deployment at installations throughout the Federation. Some criminal organizations and belligerent governments seek to abduct exocomps, modifying them for hazardous construction duties for projects that might harm living beings: controversial bioweapons, destructive power generating projects, or operations that directly damage sentient creatures.

FAN-FERN

Standing upwards of four meters high, the fan-fern of Duibus VI looks like a gigantic, white lace fan. Fronds branch off from the main stem and expand along a flat axis. Eventually some nearby branches begin combining to form thicker, more resilient fronds. A closer look reveals that stem and "leaves" consist of accretions of thousands of tiny, frilly segments. The hardy fungus waves gently in breezes but cannot move of its own accord.

CREATURE STATISTICS

FORM: PLANT
DIET: ENERGY (LIGHT) AND MINERALS (SOIL NUTRIENTS)
FEEDING HABITS: FILTER
SIZE: LARGE (4 M TALL)
ATTRIBUTES: STR N/A, INT N/A, AGL N/A, VIT 8 (+1), PRE N/A, PER 1 (–3)
REACTIONS: QUIK +3, SAVV ±0, STAM +2, WILL +1
MOVEMENT: N/A
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 3
WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: N/A
SPECIAL ABILITIES: GANGLIA, IMMOBILE, INVULNERABLE (SPORE CLOUD), TOXIN (SPORE CLOUD, ONSET TIME 1D6 MINUTES, POTENCY +5, TREATMENT +5, EFFECT 2D6 DAMAGE, STAGES 1, SECOND EFFECT 1D6 DAMAGE), TRAIT (HIGH PAIN THRESHOLD)
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: Fan-ferns emerge from stagnant pools or earthen bogs in the swamps of Duibus VI. Widely spaced forests of the fungus align their broad fronds to best drink in sunlight. Given its resilient constitution, fan-fern sometimes migrates to other areas with plentiful light and minerals. Bits torn from it or spores clinging to clothing can travel long distances from the main plant in a dormant state, allowing the fungus to spread to marshy environments on other planets.

Since fan-fern extracts minerals from the muddy water and sodden earth near its base, it doesn't grow closer than five meters to another large plant or fan-fern. The broad, vertical fronds provide cover for swampland grazers and predators who evolved with an awareness of the plant's natural defenses.

BEHAVIOR: Fan-ferns cannot move on their own, but developed a defense mechanism to ward off attackers. Should anything touch the fungus strongly enough to cause even the slightest damage, the entire plant discharges a five-foot diameter cloud of spores that instantly fills the air. These spores affect anyone who inhales them as a toxin. The cloud remains airborne around the fan-fungus for 2d6 round while the spores settle to the ground. Any breeze disperses the cloud in half the normal time. The fan-fern replenishes its spore supply rapidly, and has enough to discharge another cloud within five minutes.

ENCOUNTERS

Although native to Duibus VI, fan-ferns frequently migrate and grow in marshy regions on other nearby worlds. Left alone to flourish, the ferns quickly seed themselves throughout any ideal environment. Removing vast forests of the fungus proves a difficult operation unless undertaken by adequately protected professionals aware of the fan-fern's reflexive spore discharge.

The fan-fern's great size and intricate leaf structure draw admirers, but pose a danger to those unfamiliar with its natural defense mechanisms. On developing worlds, workers inadvertently send spore clouds into the air when they clear the fungus from settlement sites. Some landscapers on wealthy estates try breeding the fan-ferns as floral decoration that doubles as a means to protect the inhabitants from trespassers.

Some unscrupulous scientists believe the fungus and its spores have profitable applications as medicines or poison. Gathering specimens from a fan-fern often proves a deadly occupation, but one gladly accepted by desperate indigents, petty criminals, and others who have little to lose.

FLITTERBIRD

The flitterbird of Rhymus Major blends into its lush habitat with a coat of dappled green feathers, a lighter green beak, and stick-like legs.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: TINY (17 CM LONG)
ATTRIBUTES: STR 2 (–2), INT 2 (–2), AGL 5 (±0), VIT 1 (–3), PRE 1 (–3), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –1, WILL –1
MOVEMENT: CAREFUL 45 CM/ROUND, CHARGE 3 M/ROUND; FLY 38 M/HR
LIFTING/CARRYING CAPACITY: 40 KG MAX(4 KG ORAL)/10 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUNDS: 2 WOUND LEVELS
SKILLS: ATHLETICS (JUMP) +3, INFLUENCE +3, STEALTH +5, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: FLYING, LURE (SONG), NATURAL WEAPON (BEAK, 1D6–2 DAMAGE)
TN EQUIVALENT: 5

DESCRIPTION

Flitterbirds wait in tree branches, blending into the foliage, and emit a flittering warble that attracts Rhymus Major's sonically attuned humming centipedes, the birds' dietary staple. The birds lance prey with elongated beaks, then flutter back to their nests on wings that seem slightly too short for their bodies.

Visitors picnicking in the planet's verdant expanses enjoy spotting the flitterbirds and listening to their pleasant song. Couples believe embracing beneath a warbling flitterbird is a lucky sign.

GARANIAN BOLITES

These tiny arthropods trundle along on ten barbed legs, pushing their feathery antennae and prickly maw suckers forward in search of tasty microbes. Spines emerge from their segmented bodies to ward off larger predators.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (SINGLE-CELL MICROBES)
FEEDING HABITS: GATHERER
SIZE: MINISCULE (1 CM LONG)
ATTRIBUTES: STR 0 (–6), INT 1 (–3), AGL 1 (–3), VIT 1 (–3), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK +1, SAVV –1, STAM –1, WILL –2
MOVEMENT: 6 CM/40 CM/100 M
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 1
WOUNDS: 1 WOUND LEVEL
SKILLS: ATHLETICS (CLIMB) +2, STEALTH +1, SURVIVAL +4
SPECIAL ABILITIES: CAMOUFLAGE, DETERRENT (DERMAL SPINES)
TN EQUIVALENT: 5

DESCRIPTION

Bolites thrive anywhere filthy microbes flourish, including untamed foliage, dung heaps, and animal paddocks. They migrate toward unclean environments like unwashed clothing and skin where hordes of microbes thrive. Although easily washed or brushed off shortly after initial contact, bolites scramble deeper between layers of clothing seeking sustenance closer to one's skin. Their thorny bodies and bristly maws irritate and discolor bare skin, requiring anyone infested with them to make a TN 15 Willpower test or suffer a –1 penalty to all Intellect, Agility, Presence, and Perception tests until decontaminated.

GETTLE

These hulking herd animals have 10 stubby legs supporting a massive body. A whip-like, spiny tail and chitinous skin plates provide protection against preda-

tors. Sunken eye slits peer over flat bills with low tooth ridges that help gettle consume thorn grass and other tough vegetation.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: LARGE (3 M LONG)
ATTRIBUTES: STR 10 (+2), INT 0 (–6), AGL 1 (–3), VIT 8 (+1), PRE 2 (–2), PER 2 (–2)
REACTIONS: QUIK –1, SAVV –2, STAM +2, WILL +1
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT
DEFENSE: 4
HEALTH: 10
WOUNDS: 8 WOUND LEVELS (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN) +2, OBSERVE +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ARMOR (CHITINOUS PLATES, DEFLECTS 6 DAMAGE), NATURAL WEAPON (TAIL, 1D6+2 DAMAGE)
TN EQUIVALENT: 5 (4)

DESCRIPTION

Gettle herds roam Cardassia's arid tundra, munching whatever brittleburr, thorn grass, and frostbush they can find. In times of drought and famine they burn fat from their hulking bodies and chitinous plates. During intense winters, they huddle together to share warmth. When threatened, gettle form a circle with their heads on the inside, their spiny tails flailing at adversaries along their perimeter.

The First Hebitian civilization hunted gettle, using their hide for armor and flesh for food.

GLOB FLY

Microbes in secretions from humanoid skin attract this tiny Klingon insect. Glob flies flitter around on tiny wings, land on pin-prickly legs, and suck at sweat, mucus, and tears with ticklish proboscises. About half the size of Earth mosquitoes, they possess a delicate yet nimble body structure.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (SINGLE-CELL MICROBES)
FEEDING HABITS: GATHERER
SIZE: MINISCULE (0.12 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 4 (±0), VIT 1 (–3), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –3, WILL –3
MOVEMENT: 6 CM/40 CM; FLY 150 M/HR
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 1
WOUNDS: 1 WOUND LEVEL
SKILLS: SURVIVAL +7
SPECIAL ABILITIES: EVASION, FLYING, RESISTANCE (TOXIN)
TN EQUIVALENT: 5

DESCRIPTION

Glob flies breed anywhere filth abounds. Although they frequently settle for microbes festering in sewage or growing on food, they prefer single-cell organisms emanating from living creatures, especially targ, though humanoids will do.

The fly's buzzing flight and annoying attempts to feed on microbes often distracts its subjects. Those it tries feeding from must make a TN 10 Willpower test or suffer a –1 penalty to all Intellect, Presence, and Perception tests until they repel or kill the fly.

GRINT HOUND

This fearsome four-legged creature resembles a Terran hound the size of a horse. It stands close to two meters at the shoulder, with short dense fur the color of granite and teeth as long as a man's hand. The grint hound's head is overly large, with powerful jaws and a double row of razor-sharp teeth.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: LARGE (2.6M LONG)

ATTRIBUTES: STR 14 (+4), INT 2 (–2), AGL 8 (+1), VIT 10 (+2), PRE 1 (–3), PER 5 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM +10, WILL +1
MOVEMENT: 18 M/120 M/30 KM
LIFTING/CARRYING CAPACITY: 280 KG MAX (140 ORAL)/70 KG LIGHT
DEFENSE: 8
HEALTH: 14
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (JUMP, RUN) +2, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: EVASION, FEROCIOUS (WHEN ATTACKING), NATURAL WEAPONS (CLAWS AND FANGS 1D6+4; JAWS 3D6+4), SPEED
TN EQUIVALENT: 15 (6)

DESCRIPTION

The grint hound roams the plains of *Qo'noS*, mainly hunting at night, and anyone wandering the area should be wary of these enormous hounds. They travel in packs of two to six, and follow the lead of their alpha-male, the deadliest of their number—most grint hounds bear scars from their attempts to win this position. The hounds approach openly, letting their presence spook their prey into running, and then leap after, enjoying the chase before closing the gap and clamping their powerful jaws around the prey's neck. Once their jaws tighten, grint hounds jerk to a sudden stop and snap the prey's neck from the impact. They then carry their catch back to the rest of the pack.

GRISHNAR CAT

This dark-skinned, Klingon carnivore often grows up to two meters from snout to tail. A protective carapace covers much of its lean torso, leaving the four, powerful legs free for chasing and felling prey. With six razor claws on each paw and a jaw full of jagged teeth, a *grishnar* cat poses a threat to any organism it encounters. Flared nostrils, long, pointed ears, and *red-tinged eyes give the beast a menacing appearance* and keen perception of its surroundings. The ridged tail helps maintain balance when leaping after game.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: MEDIUM (2 M LONG)
ATTRIBUTES: STR 10 (+2), INT 1 (–3), AGL 9 (+1), VIT 8 (+1), PRE 2 (–2), PER 10 (+2)
REACTIONS: QUIK +4, SAVV +2, STAM +5, WILL +2
MOVEMENT: 6 M/40 M/10 KM
LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT
DEFENSE: 8
HEALTH: 10
WOUNDS: 5 WOUND LEVELS
SKILLS: ATHLETICS (RUN) +2, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ARMOR (CARAPACE, DEFLECTS 3 DAMAGE), FEROCIOUS (WHEN FEEDING), NATURAL WEAPON (CLAWS OR BITE, 1D6+2 DAMAGE)
TN EQUIVALENT: 10 (6)

DESCRIPTION

ENVIRONMENT: These animals flourish in the harsh regions of the Klingon home-world Qo'noS, where they hunt prey in packs of five to twelve. Their well-muscled bodies, armored carapace, and clawed feet allow them to adapt to a variety of environments with plentiful game, including broken mountains, arid savannas, and dense forests. Possessing a high degree of intelligence and keen senses, they use terrain and their powerful bodies to track and attack their quarry. After scouting a new region and marking their territory, *grishnar* cat packs establish a well-defended lair among caves, fallen trees, or watering holes from whence they sortie in search of food.

Over the centuries several Klingon families made their name training *grishnar* cats as domestic guard beasts. These creatures live in relative comfort, enjoying affection from their handlers, plentiful food, and the company of equally ferocious Klingons. Despite these amenities, these trained beasts behave no less savagely than their wild counterparts.

BEHAVIOR: Wild *grishnar* cats venture from their lairs, frequently at night, to hunt for game. The pack frequently spreads out, communicating by subtle growls when one encounters prey. The creatures *regroup and plan their attack, often using ambush* techniques. *Grishnar* cats chase fleet-footed game, using their superior speed and endurance to exhaust prey. Once they dispatch game, the cats enter a feeding frenzy until sated; the bloated beasts haul any remaining meat back to their lair for consumption by

their young. A well-organized pack can bring down game much larger than any individual cat.

Trained *grishnar* cats lounge around their master's domain, often an estate, but sometimes aboard ship. They fight amongst themselves to maintain their combat expertise and physical prowess. Those conditioned for sentry duty often languish near sensitive areas, ready to pounce on any unauthorized personnel (who they're conditioned to identify by sight and smell).

Encounters

One rarely sees *grishnar* cats unless interacting with Klingons. Those kept as pets lend a menacing air to any meeting, and frequently deter or deny entry to vital security locations. Many respond instantly to their master's commands, so the more unruly ones often have chains limiting their movement.

People rarely encounter wild *grishnar* cats unless visiting a Klingon world. Some wealthy Klingon families transplant entire packs to nature preserves or estates to provide hunting diversions or familiar wildlife. *Grishnar* shell stew holds an honored place in Klingon culinary culture: although masters never condemn their cherished pets to such a fate, they have no qualms about hunting their wild cousins for barbaric sport.

HANONIAN LAND EEL

Physical Description: Serpentine in shape, but with paddle-like appendages along either side, the land eel stretches four meters from snout to tail. Its rubbery skin is a mottled brown, similar to the veining of the native rock, and when motionless the land eel is almost invisible. Most victims never even see its hinged jaw or the rows of teeth inside.

Creature Statistics

Form: Animal
Diet: Carnivore
Feeding Habits: Pouncer
Size: Large (4m long)
Attributes: STR 8 (+1), INT 1 (–3), AGL 12 (+3), VIT 8 (+1), PRE 1 (–3), PER 5 (±0)
Reactions: Quik +6, Savv ±0, Stam +2, Will –4
Movement: 9 m/60 m/15 km
Lifting/Carrying Capacity: 160 kg max (16 kg oral)/40 kg light
Defense: 10
Health: 9
Wound Levels: 6 (2 levels healthy)
Skills: Athletics (jump, swim) +6, Stealth +5, Survival +7, Unarmed Combat: Natural Weapons +5
Special Abilities: Camouflage, Cunning (when hunting), Extraordinary Sense (flippers can sense motion), Natural Weapons (teeth and snout 3D6+1)
TN Equivalent: 10

Description

Environment: The Hanonian land eel makes its home in caves and crevices along the ocean, preferring those whose floors are partially submerged. The creatures have poor eyesight and cannot handle bright light—their caves provide sheltering darkness, and the water keeps the temperature cool. The serpentine carnivores can slither across the rock but swim more easily, and patrol the water around their cave at least once each day.

Behavior: Land eels never venture far from home. They are solitary creatures, gathering together only to mate—once fertilization is complete the male departs, leaving the female to hatch the eggs. As each baby eel is born, the mother tosses it into the water, forcing it to swim immediately. These tiny creatures, barely a half-meter long, swim away, never venturing far from the coastline, until they locate an unoccupied cave of their own. Then the newborns turn their attention to hunting.

The flippers along their sides are particularly sensitive to motion, and the eels can detect moving creatures up to one hundred meters away and gain a general sense of size as well. Once it locates an approaching creature of the right size (no larger than the land eel itself), the eel hunts. It moves to the mouth of its lair and waits, where it relies on its coloring and lack of motion to make it almost invisible to its quarry. The instant prey is within range it strikes, lashing out quickly with its head. The land eel attacks with its snout first, striking at full-strength to stun its prey, then latches on with its sharp teeth and tears the victim apart.

Encounters

Hanonian land eels are dangerous for their strength, their speed, and the way they remain hidden until they strike. People are a favorite prey, especially since tourists are often attracted to the charm and romance of the ocean and rarely carry weapons while sightseeing. A land eel is formidable enough to kill two or three unsuspecting people in a matter of minutes, provided they don't escape its vicinity. Like Terran sharks hunting along particular coastal waters, these creatures could become a local menace if they lair near a town or village. One land eel, once it lays eggs, could send its offspring throughout the area, thus endangering local fishing, depopulating the environment, and threatening nearby residents.

The threat a land eel poses is not limited to aquatic life. Because they are adapted to land movement, they can chase their quarry inland, and frequently make their lairs in crevices between rock outcroppings

along the coast. They have been known to take livestock and people when hunting in the ocean provides little food.

HARA CAT

Hara cats have long, silky fur the color of falling leaves, a shifting pattern of red and gold and brown. Their large, expressive golden eyes suggest some intelligence, and their pointed ears barely peak above their heads.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: SMALL (1.4M LONG, PLUS TAIL)
ATTRIBUTES: STR 2 (–2), INT 3 (–1), AGL 11 (+2), VIT 2 (–2), PRE 1 (–3), PER 5 (±0)
REACTIONS: QUIK +4, SAVV –1, STAM +2, WILL ±0
MOVEMENT: 8 M/40 M/10 KM
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 9
HEALTH: 1
WOUND LEVELS: 4 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP, RUN) +3, STEALTH +3, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: CAMOUFLAGE, EVASION, NATURAL WEAPON (CLAWS AND FANGS, DAMAGE 1D6+1), SPEED
TN EQUIVALENT: 5 (6)

DESCRIPTION

Hara cats are native to Bajor, and live primarily within its forests. These nimble felines climb trees with ease, and spend most of their time high above the ground. They prey mainly on birds and other arboreal animals; a hara cat will pursue its victims from tree to tree, leaping across the branches at full speed.

Hara cats are sociable creatures, and gather in large packs. They divide into pairs and trios to hunt, each group taking a different area. They share their food, bringing their kills back to the pack, and the cats sleep together nestled against broad tree trunks. They have no clear organization, and no leader—if two pairs chose the same hunting ground they fight until one gives up and finds a new location.

These felines show little fear of people, and are surprisingly friendly when approached openly. They can be trained as pets, though separation from the pack is difficult. If a cat is threatened, the entire pack attacks, leaping down from the trees or swatting from low branches.

INTERPHASIC ORGANISMS

When visible, this nonsentient life-form resembles a gray-green amoeba with tiny, groping tentacles. Normally, however, these organisms are invisible and immaterial, and can only be detected through an interphasic scan—tricorders do not register the tiny organisms' presence.

CREATURE STATISTICS

FORM: PLANT
DIET: CARNIVORE (CELLULAR PEPTIDES)
FEEDING HABITS: PARASITE
SIZE: MICROSCOPIC (LESS THAN .01CM)
ATTRIBUTES: STR N/A, INT N/A, AGL N/A, VIT 1 (–3), PRE N/A, PER 4 (±0)
REACTIONS: QUIK –3, SAVV N/A, STAM –5, WILL N/A
MOVEMENT: 1 MM/7 MM/20 MM; FLYING 50 MM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 1
SKILLS: SURVIVAL +3, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), DRAIN (CELLULAR PEPTIDES, –1 VITALITY), FLYING, INCORPOREAL, INVISIBLE (ALL EXCEPT INTERPHASIC SCAN), VULNERABILITY (INTERPHASIC PULSE)
TN EQUIVALENT: 15

DESCRIPTION

Originally from Thanatos VII, this lifeform has migrated by creeping into various warp core components built on that planet. The organisms lay dormant until the warp core is activated. Interphasic organisms exist out of phase with the material world, and can pass through solid matter unhindered. They seek out living beings and attach themselves to the outer skin, anchoring themselves with their tentacles and feeding on the host's cellular peptides. This eventually weakens the host's cell structure, and can become fatal if not stopped. They are vulnerable to high-frequency interphasic pulses, and become visible and material as they die. When the organisms reproduce, their offspring automatically seek a new host. If not caught, the creatures could easily spread from a single starship to an entire colony, or across the galaxy if carried onto other starships.

K'KAREE

This Vulcan snake is small but deadly. Two meters long, the *k'karee* is most noted for its black-tipped, diamond-shaped head. The rest of the snake's body is a pattern of brown and red scales, ranging from crimson and burgundy to pale pink and beige. The *k'karee*'s front fangs are fixed in its upper jaw, and do not retract.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: MEDIUM (2M LONG)
ATTRIBUTES: STR 1 (–3), INT 2 (–2), AGL 11 (+2), VIT 1 (–3), PRE 1 (–3), PER 5 (±0)
REACTIONS: QUIK +4, SAVV ±0, STAM –3, WILL –3
MOVEMENT: 6 M/40M/10 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 9
HEALTH: 1
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS (CLIMB, RUN) +4, STEALTH +8, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +7
SPECIAL ABILITIES: BURROWING (SAND), CAMOUFLAGE, CUNNING (WHEN HUNTING), INVULNERABLE (TOXIN), NATURAL WEAPONS (FANGS 1D6), RANGED ATTACK (TOXIN, 0/1/2/3/+1), TOXIN (CONTACT: PICKS 6, ONSET TIME 1D6 ROUNDS, POTENCY +1, DIAGNOSIS ±0, TREATMENT ±0, EFFECT 2D6 DAMAGE, STAGES 1, 2ND EFFECT HALF DAMAGE)
TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: *K'karee* are found only on Vulcan, in the arid deserts and foothills of places like Xial, Go'an, and Tai'la. The snakes prefer the heat and lack of humidity, and their coloring blends well with their surroundings. The *k'karee* prefer the daytime, and sleep during the night, within holes they dig into the ground—this helps them retain the sun's warmth, and protects them from nighttime predators.

BEHAVIOR: The snakes are solitary creatures, though a father *k'karee* will hunt for its mate while she warms the eggs. Once the eggs hatch the father departs and the mother raises the young until they mature enough to hunt themselves. They are not especially territorial.

These venomous snakes are clever hunters. When dawn comes, they rise up from their holes, crawl about long enough to warm their bodies, and then slink back tail first into their nest. With all but the head concealed, the *k'karee* stops and lays back, so that its lower jaw is facing up. It waits for its prey to approach, striking when it comes to within three meters of the snake. It spits its venom, contained in two sacs located beneath its jaw, then launches its entire body from its hole to sink fangs deep into the prey's flesh. Most animals are not fast enough to step back from this sudden attack.

Though it does not feed on humanoids, preferring rodents and birds, they have been known to strike out of fear when their burrows are approached. Numerous travelers to the desert suffer poisoning and bites, and while not fatal *k'karee* poison is painful.

ENCOUNTERS

K'karee are dangerous, but their fangs cannot penetrate thick leather, and they only strike a victim once before retreating—thus a well-prepared person should be safe from their venom. They can pose a serious threat when just hatched, as several smaller snakes will then be grouped in a close area, and younger *k'karee* are more likely to attack Humans and even to pursue fleeing prey. There is a high demand for these snakes on the black market, as their venom is a favorite among certain assassins, particularly since few non-Vulcans can identify the poison or its antidote. The Vulcan government imposes strict fines against the sale of *k'karee* to discourage poachers, believing it illogical to capture such a dangerous predator.

KAVARIAN TIGER-BAT

The name of this creature is misleading, since it resembles neither a Terran tiger nor a bat. They look more like large winged spiders, with round, segmented bodies, small, clustered eyes, and oversized mandibles. The tiger-bat is lightly furred, banded with gray and deep brown stripes that resemble those of a tiger. The creature's front legs end in a single talon each, for digging into prey, while the other two pairs have wide splayed feet to better purchase on rocky ledges.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (BLOOD)
FEEDING HABITS: CHASER
SIZE: SMALL (1.3M WINGSPAN)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 10 (+2), VIT 4 (±0), PRE 1 (–3), PER 6 (±0)
REACTIONS: QUIK +4, SAVV ±0, STAM +1, WILL –2
MOVEMENT: 3 M/20 M/ 5 KM; FLYING 20 KM
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 9
HEALTH: 2
WOUND LEVELS: 4 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP) +3, STEALTH +2, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: DRAIN (BLOOD, –1 STR), EVASION, EXTRAORDINARY SENSE (INFRARED VISION), FEROCIOUS (WHEN ATTACKING), FLYING, NATURAL WEAPON (MANDIBLES 1D6+1; TALONS 1D6+1), SPEED (FLYING)
TN EQUIVALENT: 5 (6)

DESCRIPTION

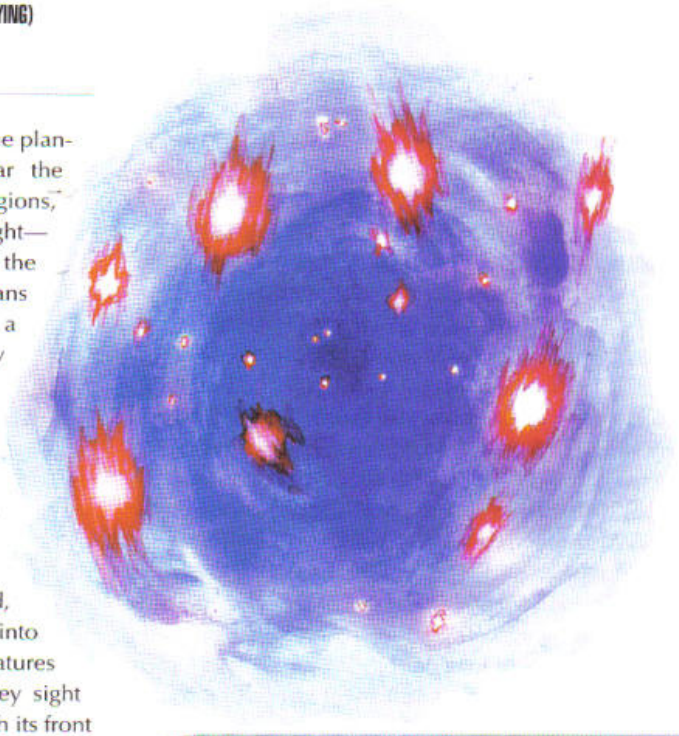
ENVIRONMENT: Tiger-bats are found on the planet Kavaria, in a star system located near the Badlands. They live in the mountainous regions, deep within caves, and emerge only at night—their furred bodies cannot handle the heat of the sun, and bright light blinds them. Kavarians tiger-bats live in swarms, ten or twenty to a cave, and hang from the ceilings while they sleep—their wings wrapped tightly around their bodies for warmth and added protection.

BEHAVIOR: Tiger-bats are carnivorous, and actively hunt prey. The entire swarm ventures forth together, leaving behind only a handful to guard the queen and any young. The rest of the swarm flies low to the ground, searching for warm bodies; their eyes see into infrared spectrum, and at night other creatures stand out easily against the cold. When they sight prey, each tiger-bat latches onto its victim with its front legs and bites with its mandibles, and then begins to drain blood. (Roll to drain blood on the subsequent round after the initial, successful mandible attack). A swarm of tiger-bats can reduce a humanoid to a dried husk in a matter of minutes. Fortunately, tiger-bats only attack until they're full, returning to their cave lair after feeding. The queen and guardians clean the fur of returning hunters to gain their sustenance.

Within the swarm, tiger-bats have a tight hierarchy. The sole female in a swarm serves as the queen, while the oldest and strongest male determines when to hunt, which direction to take, and when to attack. Beneath him, the fastest tiger-bats operate as scouts, sent slightly ahead to locate prey. The slowest are left behind to guard the caves. The swarm leader claims mating rites with the queen

ENCOUNTERS

Cardassian colonists on Kavaria first encountered tiger-bats, and never developed an effective countermeasure. The Obsidian Order likes to use tiger-bats as a torture device, locking an informant in a sealed room with one or two specimens. Visitors often mistakenly believe these creatures hunt by sound and vibration, like Terran bats, and use sonic shielding as protection. Since they detect their prey through infrared vision, however, this offers no protection, and many unwary travelers have died as a result. Maquis rebels attempted to use Kavaria as a base of operations, and had some success with portable force fields. Since the tiger-bats were attracted to the fields (because of their heat signature), the Maquis eventually abandoned the planet.



KAZALOTH

A kazaloth coalesces from concentrated traumatic neural energy. Scientists have had few opportunities to study these rare creatures, so they know little about their creation or physiology. Under normal conditions most humanoids and instruments cannot detect a kazaloth: engineering tricorders might detect negligible energy fluxes, but nothing to arouse suspicion during a routine scan. Exposure to mid-level nucleonic radiation reveals a seven-meter amorphous cloud of

blue energy fraught with angry red neural discharges. The creature crawls or flies along, passing through barriers or even drifting through space while seeking emotional sustenance. Although resistant to most physical forms of damage, it remains vulnerable to nucleonic radiation like that found in replicator units.

CREATURE STATISTICS

FORM: ENERGY
DIET: ENERGY (EMOTIONS)
FEEDING HABITS: PARASITE
SIZE: MAMMOTH (7 M DIAMETER)
ATTRIBUTES: STR N/A, INT 3 (−1), AGL N/A, VIT 4 (±0), PRE 0 (−6), PER 8 (+1), PSI 8 (+1)
REACTIONS: QUIK +1, SAVV +1, STAM +1, WILL ±0
MOVEMENT: 24 M/160 M/60 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 4
WOUNDS: 7 WOUND LEVELS (3 LEVELS HEALTHY)
SKILLS: STEALTH +2, SURVIVAL +4
SPECIAL ABILITIES: AMORPHOUS, DRAIN (NEGATIVE EMOTIONS, −1 VIT), ENERGY BODY, FLYING, INVISIBLE, PSYCHOKINESIS (STR 4, AGL 4), RESISTANCE (PHYSICAL DAMAGE), TRAIT (PSI), VULNERABLE (NUCLEONIC RADIATION)
TN EQUIVALENT: 20

DESCRIPTION

ENVIRONMENT: A kazaloth spawns in the presence of any violent outburst of traumatic emotions, usually the scenes of mass pain and death: battlefields, prison camps, massacre sites. Elements in the atmosphere combine with extreme feelings and fuse through some means (typically massive energy discharge). It draws life from these emotions, but eventually requires additional sustenance. A kazaloth finds this food in the form of negative feelings and outbursts, which it feeds upon from living beings. The creature often migrates vast distances over long periods to find ample supplies of nourishment in cities, settlements, and starships.

BEHAVIOR: After finding a suitable source of potential negative feelings, a kazaloth hovers over those most likely to have emotional outbursts. Sometimes it passes from one possible host to another while seeking an accumulation of tension. The kazaloth often interferes itself, using its psychokinetic abilities to manipulate the environment nearby to increase stress. It repeats anything that leads to an increase in negative emotional energy. For instance, a shipboard kazaloth might hover in the engineering department, causing small malfunctions or short circuits that annoy crew members.

Unlike physical parasites, the kazaloth drains its victims when they become provoked into violent emotional outbursts: open weeping, shouting, even exercises to relieve stress. During any eruption of negative feelings, the kazaloth may attempt to drain Vitality from the participants (see the Drain rules on page 215 of the Narrator's Guide).

A kazaloth avoids replicators and any other source of nucleonic radiation that might make it visible and weak.

ENCOUNTERS

These energy creatures wander anywhere they can find or create negative emotional energy. Often those near the creature's terrain become short-tempered and prone to outbursts. Small inconveniences annoy them, and the slightest mistake, annoyance, or misunderstanding could send them into a tirade. They feel weary after such

KEROSH

unrestrained expressions of emotions. Only when inexplicable and annoying occurrences increase does a kazaloth arouse suspicion. At this point its victims try reigning in their emotions while uncovering and eliminating the kazaloth through scientific means.

A single kazaloth can haunt entire cultures without the technology necessary to reveal and dispatch the creature. The creature feeds off such primitive societies for generations, sowing discord, strife, and distrust to mold an angry, war-like civilization that provides a plentiful food supply of negative emotions. Scientists attributed poltergeist-like occurrences near the centuries-old death camps on Guzman III to a kazaloth created by that location's violent past.

KEROSH

This four-legged beast stands as tall at the shoulder as a grown Romulan. Its striped, blue-green hide and tendency to stand motionless make the kerosh difficult to see among the grain fields it frequents.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: MEDIUM (2M TALL, 2.5M LONG)
ATTRIBUTES: STR 8 (+1), INT 0 (–6), AGL 2 (–2), VIT 4 (±0), PRE 1 (–3), PER 4 (±0)
REACTIONS: QUIK +1, SAVV ±0, STAM ±0, WILL –3
MOVEMENT: 6 M/40 M/10 KM
LIFTING/CARRYING CAPACITY: 160 KG MAX (16 KG ORAL)/40 KG LIGHT
DEFENSE: 5
HEALTH: 5
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS (RUN) +3, OBSERVATION +3, STEALTH +1, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 3 DAMAGE), CAMOUFLAGE, NATURAL WEAPON (HOOVES 2D6+1)
TN EQUIVALENT: 5

DESCRIPTION

Kerosh are one of the major sources of meat on Romulus. These large, docile beasts are content to graze on tikrik grass, even when approached by people, and are easily led to pens or other locations. Kerosh are nonviolent by nature, and stand stock-still if threatened, attempting to hide amidst the tall grain. Kerosh are not much threat to people, unless something panics them enough to cause a stampede. When pressed, their large triangular hooves can do serious damage. They live in herds, and follow the direction of the herd leader, usually the oldest and largest male among them.

KLABNIAN EEL

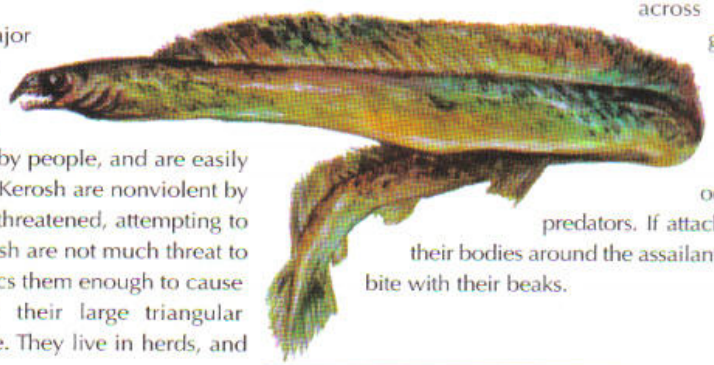
This hideous creature looks like a snake but is actually a fish. Its slimy cylindrical body can grow up to 1.5 meters in length, and the long dorsal fin helps it steer. Its body ends in a beak-like mouth, filled with tiny sharp teeth, with small beady eyes set just behind. The eel gives off a noxious stench, which it can use as a defense mechanism.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: SCAVENGER
SIZE: SMALL (1.5M LONG)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 2 (–2), VIT 5 (±0), PRE 1 (–3), PER 8 (+1)
REACTIONS: QUIK –2, SAVV –3, STAM +4, WILL –3
MOVEMENT: SWIM 6 M/40 M/10 KM; BURROWING 10 KM
LIFTING/CARRYING CAPACITY: 20 (ORAL LIFTING 2)/5 (LIGHT LOAD)
DEFENSE: 5
HEALTH: 2
WOUND LEVELS: 4 LEVELS
SKILLS: ATHLETICS (SWIM) +5, STEALTH +3, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (GILLS), BURROW (WET SOIL AND PEAT BOGS), CAMOUFLAGE, DETERRENT (ODOR), NATURAL WEAPON (BEAK 1D6-3), PREHENSILE APPENDAGE (TAIL), SPEED (BURROWING, SWIMMING)
TN EQUIVALENT: 5

DESCRIPTION

The Klabnian eel lives on the swampy world of Klabna, though it is rarely seen. The creature favors wet soil and peat bogs, and swims through these semi-liquid areas as a Terran fish swims through water. The eel serves a useful purpose, ingesting rotting organic materials and recycling them more quickly as its own waste. It rarely surfaces, disliking light and open air. Klabnian eels can move quickly across the muddy ground, and prefer to avoid confrontations by using emitting a foul odor to ward off predators. If attacked, they wrap their bodies around the assailant and rear up to bite with their beaks.



KOLAR BEAST

The *kolar* beast stands as tall as the average Klingon, with a squat build, large broad head, and short, thick tail. Its powerful arms trail the ground, and its paws sport sharp, curved claws. The *kolar* beast has thick, black armored plates, and its jaws are wide and extremely powerful.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: SCAVENGER
SIZE: MEDIUM (2M TALL)
ATTRIBUTES: STR 11 (+2), INT 2 (–2), AGL 8 (+1), VIT 10 (+2), PRE 4 (±0), PER 6 (±0)
REACTIONS: QUIK +1, SAVV ±0, STAM +5, WILL ±0
MOVEMENT: 12 M/80 M/20 KM
LIFTING/CARRYING CAPACITY: 220 KG MAX (22 KG ORAL)/55 KG LIGHT
DEFENSE: 8
HEALTH: 12
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) +4, OBSERVE +3, STEALTH +2, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +5
SPECIAL ABILITIES: ARMOR (FUR, DEFLECTS 3 DAMAGE), CAMOUFLAGE, DETERRENT (LOUD SCREECHES), EXTRAORDINARY SENSE (NIGHT-VISION, CAN SEE NORMALLY AT NIGHT; CHEMORECEPTION), NATURAL WEAPON (TEETH 2D6+2), SPEED
TN EQUIVALENT: 15 (8)

DESCRIPTION

Kolar beasts are native to *Qo'noS*, where, as scavengers, they often steal prey from other creatures; they can smell blood on the air and travel toward its source. An adult *kolar* beast can run very quickly, even over rocky terrain, by dropping on all fours. They announce their approach with a loud, blood-curdling screech, and most predators abandon a meal rather than face a pack of *kolar* beasts. While their arms are strong, the *kolar* beast's greatest weapon is its jaws and teeth—it can bite through solid bone with a single crunch. The creatures travel in packs, dominated by their strongest male member. They only travel at night, preferring the darkness and the cooler temperature.

KRALLINIAN EEL

This scaleless eel would be a terrifying foe if it were not a vegetarian. Its gray-blue skin makes it difficult to spot, and its blunt snout conceals a wide mouth with a triple row of small but sharp teeth.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GATHERER
SIZE: LARGE (4M LONG)
ATTRIBUTES: STR 3 (–1), INT 3 (–1), AGL 4 (±0), VIT 3 (–1), PRE 2 (2), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM –1, WILL ±0
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 60 KG MAX (6 KG ORAL)/15 KG LIGHT
DEFENSE: 7
HEALTH: 2
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (SWIM) +5, OBSERVE +5, STEALTH +1, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (GILLS), CAMOUFLAGE, CORROSION (ATTACK, ONSET 1D6 ROUNDS, POT. ±0, 1D6 DAMAGE), NATURAL WEAPON (TEETH 1D6+2)
TN EQUIVALENT: 5

DESCRIPTION

A native of Drayan II, the Krallinian Eel is found along the edges of the Krallin Seas. This creature looks terrifying, but is actually harmless unless threatened. The eel feeds on certain types of seaweed, and spends its time swimming along the shore, searching for food. In order to penetrate the thick, ropey seaweed it likes to consume, the Krallinian eel secretes a powerful corrosive to bite through the stalk. It generally ignores other creatures, only attacking in self-defense or to claim food.

KRYONIAN TIGER

Despite its name, this creature is not felinoid—it is actually a simian, boasting thick green fur and dark brown stripes. Taller than a man, and with a powerful tail, the Kryonian tiger has surprisingly delicate features, similar to a Terran lemur.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: MEDIUM (2.4M LONG, PLUS TAIL)
ATTRIBUTES: STR 8 (+1), INT 2 (–2), AGL 9 (+1), VIT 3 (–1), PRE 2 (–2), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM +2, WILL ±0
MOVEMENT: 12 M/80 M/20 KM
LIFTING/CARRYING CAPACITY: 160 KG MAX (16 KG ORAL)/40 KG LIGHT
DEFENSE: 8
HEALTH: 4
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS (JUMP, RUN, SWIM) +4, STEALTH +3, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +5
SPECIAL ABILITIES: EVASION, FEROCIOUS (WHEN HUNTING), MULTIPLE ATTACKS, NATURAL WEAPONS (CLAWS AND TEETH 2D6+1), PREHENSILE APPENDAGE (TAIL), SPEED
TN EQUIVALENT: 10

DESCRIPTION

The Kryonian tiger was discovered on several worlds nearly simultaneously, which suggests someone introduced them to these planets deliberately. It lives among jungles and forests, hiding high among the trees. An avid carnivore, the tiger drops down on its prey, wrapping its tail around a limb and attacking quickly with claws and teeth. Unfortunately, the creature has been hunted almost to extinction for its thick fur, and most surviving Kryonian Tigers live in the zoos of Brentalia. A program to reintroduce these creatures to their native habitat is underway, with Starfleet slated to transport several to Kryon V.

KURLIAN BEAR

The Kurlian bear is a large, lumbering creature with an almost comical appearance—rotund body, short limbs, broad snout, and small, rounded ears. The hard, emerald-green shell encasing its back and limbs, and its sharp, curved claws at the end of each massive paw expose its dangerous defense mechanisms.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: GATHERER
SIZE: LARGE (4 M LONG)
ATTRIBUTES: STR 10 (+2), INT 2 (–2), AGL 3 (–1), VIT 10 (+2), PRE 4 (±0), PER 4 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +1, WILL ±0
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT
DEFENSE: 6
HEALTH: 12
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) +5, OBSERVE +3, STEALTH +2, SURVIVAL +9, UNARMED COMBAT: NATURAL WEAPONS +5
SPECIAL ABILITIES: ARMOR (SHELL, DEFLECTS 7 DAMAGE), CORROSION (NATURAL WEAPONS, ONSET: 1D6 ROUNDS, POT ±0, 1D6 DAMAGE) FEROCIOUS (WHEN TERRITORY IS VIOLATED), EXTRAORDINARY SENSE (CHEMORECEPTION), NATURAL WEAPONS (BITE AND CLAWS 2D6+2)
TN EQUIVALENT: 10

DESCRIPTION

The Kurlian bear is native to the planet Kurl, which was once home to a sophisticated civilization. These creatures possess a mild nature, and they prefer quiet and solitude. When its territory is intruded upon the Kurlian bear becomes ferocious, however. It secretes a corrosive substance that it discharges through its bite. Federation archeologists studying Kurlian ruins know to avoid these creatures.

LALA'VEL

These small creatures resemble Terran bats in many ways, although their fur glows a faint green at night. Harmless fruit-eaters, the *lala'vel* only fly at night, creating an impressive flurry of tiny lights against the night sky.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (INSECTS)
FEEDING HABITS: GATHERER
SIZE: LITTLE (.5M WINGSPAN)
ATTRIBUTES: STR 1 (–3), INT 2 (–2), AGL 5 (±0), VIT 1 (–3), PRE 2 (–2), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM –3, WILL –1
MOVEMENT: FLYING 2 M/14 M/4 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT

DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 3 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP) +2, OBSERVE +4, STEALTH +2, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: EXTRAORDINARY SENSE (ULTRAVIOLET VISION), FLYING, INVULNERABLE (RADIATION), NATURAL WEAPONS (FANGS 1D6), SPEED
TN EQUIVALENT: 5

DESCRIPTION

Natives of the Alpha Centauri system, the *lala'vel* are small, quick winged mammals whose roosts can be found in mountain caves. They hibernate during the colder months, and only emerge again with the first warm weather. The caves favored by *lala'vel* are mildly radioactive, and over centuries of breeding the creatures developed their phosphorescence. In the daylight or under bright light, the creatures' fur is a dull brown color, but at night it glows a pale green. When the swarm hunts for insects, they flash across the night sky, appearing as streaks of light (to which the insects are attracted). Lovers like to spend hours sitting on hillsides watching *lala'vel*.

LAVAFLIES

These bugs can grow up to 6cm long. Their thick, segmented shells are the color of hot lava, and burn to the touch, giving the creatures their names (and also makes their carapaces a desired commodity for ornamentation). Lavaflies do not fly, but rather jump, using all six legs together to leap prodigious heights.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: TINY (UP TO 6CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 3 (–1), VIT 1 (–3), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK –1, SAVV –1, STAM –3, WILL –2
MOVEMENT: 30 CM/2 M/250 MM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 6
HEALTH: 1
WOUND LEVELS: 2 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP, RUN) +4, OBSERVE +3, STEALTH +2, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: BURROWING (WOOD AND PLANT FIBER), CORROSION (SHELL COATING AND CAUSTIC SALIVA: 4 PICKS, ONSET TIME 1D6 ROUNDS, POTENCY ±0, EFFECT 1D6 DAMAGE, MATERIAL ORGANICS)
TN EQUIVALENT: 5

DESCRIPTION

Natives of the planet Rinax, lavaflies live deep within the wetlands, and appear mainly during the hot summer months. These insects feed on plant sap, and burrow deep within stalks and trunks, where they can eat and lay their eggs. The lavafly's touch can burn flesh as well as plant matter, though they only attack when their hive is threatened. Lavaflies are mainly an irritant, though if left unchecked they could reach epidemic proportions. An individual lavafly does not consume enough to kill its plant home, but a swarm could decimate the vegetation in an area. In times of drought, lavaflies have been known to infest grain stores. And their burning touch is an irritant to travelers through the regions in which they live.

LE-MATYA

This deadly feline is longer than a man is tall, not counting its tail. The *le-matya*'s fur is a deep rust, with a single yellow stripe down its back and diamond-shaped yellow markings along its sides.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: LARGE (3M LONG, PLUS TAIL)
ATTRIBUTES: STR 10 (+2), INT 2 (–2), AGL 11 (+2), VIT 4 (±0), PRE 3 (–1), PER 5 (±0)
REACTIONS: QUIK +5, SAVV ±0, STAM +2, WILL –2
MOVEMENT: 18 M/120 M/30 KM
LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT

DEFENSE: 9
HEALTH: 8
WOUND LEVELS: 8 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (JUMP, RUN, SWIM) +5, OBSERVE (SMELL) +7, STEALTH +6, SURVIVAL +9, UNARMED COMBAT: NATURAL WEAPONS +7
SPECIAL ABILITIES: CAMOUFLAGE, CUNNING (+3 AGL MODIFIER WHEN MAKING STEALTH (HIDE) TESTS), EXTRAORDINARY SENSE (CHEMORECEPTION), INVULNERABILITY (TOXIN), MULTIPLE ATTACKS, NATURAL WEAPONS (CLAWS AND FANGS, 1D6+5), SPEED, TOXIN (INJECTED THROUGH FANGS AND CLAWS: 8 PICKS, ONSET TIME 1D6 ROUNDS, POTENCY +4, DIAGNOSIS –2, TREATMENT ±0, EFFECT 1D6 DAMAGE, STAGES 3, 2ND EFFECT –1 VITALITY)
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: The *le-matya* lives in the wilderness of Vulcan, predominantly the deserts and volcanic plains. They roam freely, afraid of nothing. They make their lairs in rocky caves and shallow depressions in the sand. Nearby settlements often license hunters to patrol the surrounding area and kill any of the beasts within a designated distance, to prevent the cats from posing a threat to the inhabitants.

BEHAVIOR: *Le-matya* hunt singly or in pairs, and are daytime hunters. They are solitary creatures, and only travel with their chosen mate and their young offspring. The male is dominant when hunting, but the female takes charge over the litter. When two males meet, they fight for territory, with the loser banished from the immediate area. Often, his mate remains with the victor, though she will fight as well if her cubs are threatened. Their excellent sense of smell can detect minute pheromone traces alerting them to the approach of other animals, waking the *le-matya* in time to attack or move to a different location.

When hunting, these large cats lay in wait atop high rocks or concealed behind available cover, their fur blending into their surroundings, and sniff for the approach of prey. The *le-matya* pounces on its prey and gashes with both claws while biting at the neck and throat. Few creatures can survive the *le-matya*'s toxin, and once dead the *le-matya* feast where its quarry fell. Their favored meal is the *sehlat*.

ENCOUNTERS

The *le-matya* is one of Vulcan's most dangerous predators, and many off-worlders rightly fear them. Vulcans do not share this emotion, although they guard against the animal's encroachment on populated areas. It would be illogical for them to be hunted to extinction, though it is equally illogical to allow such a dangerous animal to roam close to settlements. The *le-matya*'s rich and colorful fur fetches a high price from certain collectors, and the Vulcan government remains vigilant against Ferengi, Orion, and Klingon poachers.

The Vulcans once kept *le-matya* as hunting cats, before the Time of Awakening, and some prominent families still continue the practice. *Le-matya* take time and patience to train as guardians, though they make excellent watch-animals. Vulcans, who long since eschewed the practice of eating meat, no longer use *le-matya* to hunt.

These creatures pose a danger to anyone entering the wilderness, and one can easily kill a small group of men and women. Fortunately, *le-matya* rarely travel in groups larger than two adults and three to five cubs.

LIGORIAN MASTODON

These enormous beasts can grow up to 6m tall, and can weigh over 6 tons. Their thick hide is dappled green, gray, and brown, and their impressive trunks (a combination of nose and upper lip) can extend up to 2m in length. These creatures have thick tusks that protrude from either side of their trunks, and tiny pointed ears similar to those of a Terran cat. Their thick legs end in four stubby toes, which the mastodon uses to grasp the ground more firmly. They have no tails.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE

FEEDING HABITS: GATHERER
SIZE: MAMMOTH (6M TALL)
ATTRIBUTES: STR 16 (+5), INT 4 (±0), AGL 3 (–1), VIT 14 (+4), PRE 5 (±0), PER 4 (±0)
REACTIONS: QUIK ±0, SAVV +1, STAM +6, WILL +1
MOVEMENT: 24 M/160 M/40 KM
LIFTING/CARRYING CAPACITY: 320 KG MAX (32 KG ORAL)/80 KG LIGHT
DEFENSE: 6
HEALTH: 19
WOUND LEVELS: 7 (3 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN, SWIM) +3, OBSERVE +3, STEALTH +2, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 8 DAMAGE), CAMOUFLAGE, NATURAL WEAPON (TUSKS 1D6+5; FEET 2D6+5), PREHENSILE LIMB (TRUNK)
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: Native to Ligor VII, these large creatures live deep within its vast forests. In appearance they resemble Terran elephants, though their skin is closer to a cheetah's in appearance and their ears are similar to a feline's. The creature's coloring allows it to blend into the forest, making it almost invisible to sight, but the mastodon's size makes it noisy, and it can be heard crashing through bushes and trampling vines and fallen branches long before it arrives.

BEHAVIOR: Ligorian mastodons roam the forests, feeding on tender young leaves from upper branches. They are solitary creatures, each establishing its own territory, and they protect their area against competitors. These creatures have a knack for only taking as many leaves as tree can afford to lose, and then moving on to a different tree—they carefully leave enough for each tree to survive and thrive.

Mastodons gather in small groups once each year, with every animal in the region arriving in quick succession. How they know when and where to meet remains a mystery—the creatures communicate with one another through a series of low squeaks and whistles, and through the use of their trunks, but these require close proximity. While gathered, the large creatures determine a mating hierarchy, through a playful series of trunk-wars where the mastodons pair off and duel by wrapping their trunks around each other and pushing. The winner of each duel proceeds to the next round, and the most successful wrestlers pair off and mate. The strongest male becomes the herd's leader, and researchers believe that, In times of crisis, he may be able to summon the entire group and issue commands for relocation or defense.

Female mastodons take over a year to give birth, and only have one or two offspring at a time. The male abandons his calves to the female's charge. They keep these babies close until they reach their full height at ten years. Then they are set loose to find their own territory.

ENCOUNTERS

Ligorian mastodons don't pose a danger unless they are threatened. Humanoid intruders receive a warning, a shrill cry, to leave their territory before being charged. They are very careful about not stepping on smaller creatures, and can maneuver through the forests with surprising agility. The mastodon is sometimes hunted for food, or for its durable skin and butter-colored tusks. Animal rights activists often protest this, citing the mastodon's obvious intelligence—some have even argued that it should be recognized as a sapient species.

LYCOSA TARANTULA

Much like the Terran tarantula, this creature is an arachnid with a thick hairy body and eight long legs. Lycosa tarantulas vary in color, ranging from brown, black, and tan to red, yellow, and orange. They have eight eyes, grouped in threes on either side of the face and a pair in the middle, and have a pair of curved fangs beneath this cluster.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: TINY (20CM ACROSS)
ATTRIBUTES: STR 1 (–3), INT 2 (–2), AGL 10 (+2), VIT 1 (–3), PRE 2 (–2), PER 6 (±0), PSI 4 (±0)
REACTIONS: QUIK +5, SAVV ±0, STAM –3, WILL –4

MOVEMENT: .60 CM/4 M/500 M
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 8
HEALTH: 1
WOUND LEVELS: 2 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP, RUN) +3, CRAFT (TRAPS) +5, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: BURROWING (SAND), DRAIN (EMOTIONS, –1 INT), EVASION, INVULNERABILITY (TOXIN), NATURAL WEAPONS (FANGS 1D6), SPEED, RANGED ATTACK (PSIONIC, RANGE 1M/2M/3M), TOXIN (6 PICKS: ONSET TIME 1D6 ROUNDS, POTENCY +4, DIAGNOSIS +2, TREATMENT ±0, EFFECT 1D6 DAMAGE, STAGES 3, 2ND EFFECT –1 VIT), TRAIT (PSIONIC), TRAP-BUILDING
TN EQUIVALENT: 5

DESCRIPTION

Found on the planet Lycos VII, these hand-sized arachnids are primarily nocturnal. They locate holes in the sandy ground, or dig a burrow themselves, and then hide within, facing outward. When an animal or insect their size or smaller passes by, the tarantula springs, wrapping its legs around the prey and biting deep with its fangs. The fangs inject poison into the victim, weakening it. Then the tarantula wraps its prey in a tight silken web. But these creatures do not feed on flesh. They are psychovores, and feast on the emotions of their victims, deliberately terrifying their prey to produce more fear and anxiety.

Though fearsome in appearance, Lycosan tarantulas aren't dangerous to people; they only attack significantly larger animals in self-defense. Lycosan tarantulas can be trained as pets and make an excellent protection against smaller insects, though because of their speed and fangs unscrupulous owners train them for Lycosan spider fights.

LYNARS

Lynars resemble Terran bats, although they differ significantly. Their small, black bodies possess six limbs with flaps of skin between them. Like the Terran flying squirrel, they use these to glide, though they can also flap their wings to fly. Their mouths are located ventrally, with four fangs that they use to pierce plant flesh. Their tails are elongated for gripping cave walls, and they wrap their arm-wings around whatever they feed upon.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GATHERER
SIZE: LITTLE (.5M WINGSPAN)
ATTRIBUTES: STR 1 (–3), INT 2 (–2), AGL 5 (±0), VIT 1 (–3), PRE 2 (–2), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM –3, WILL –1
MOVEMENT: FLYING 2 M/14 M/4 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 3 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP) +2, OBSERVE +4, STEALTH +2, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: CAMOUFLAGE, CUNNING (WHEN FLEEING), EXTRAORDINARY SENSE (INFRARED SENSE), FLYING, NATURAL WEAPONS (FANGS 1D6–3), PREHENSILE APPENDAGE (TAIL)
TN EQUIVALENT: 5 (8)

DESCRIPTION

ENVIRONMENT: Celtris III, deep within Cardassian space, is barren and uninhabited on the surface. Below ground, however, the planet teems with life. One of the dominant creatures is the lynar, a small black-winged mammal. These beasts cling to cave walls and ceilings and sleep during the day, wrapped tightly in their durable wings. Upon awakening, they fly through the underground caverns in search of food.

BEHAVIOR: Lynars live in swarms of several hundred, and their caves are filled with the sound of a thousand tiny rustles and squeaks while the creatures sleep. When they fly, the sound is similar to an ocean wave, a roaring rush of wind and air filled with thousands of separate beats. Lynars are vegetarians, and seek out underground plants for their meals. They cannot see, but create a mental image of the space around them by sensing the heat given off by volcanic vents, lava fungus, and surrounding cave walls. Plants grow in clusters throughout the caves, which the lynars descend upon. Their sharp, hollow teeth pierce the skin and suck up the plant's juices. Interestingly, lynars don't completely drain plants, and they only target fully grown specimens, so their feasting weakens the plant but does not kill it.

Each lynar swarm controls a specific region within the caverns, and fight any invading swarm or creature. Pack leaders, who dominate through size, strength, and assertiveness, control the swarms. Lynars bear their young one at a time, but the swarm usually raises a hundred or so offspring all together, and these are left huddled back in their home cave. The hunters carry extra food back to those left behind to tend the young and their charges.

ENCOUNTERS

Lynars are considered harmless, since they only eat plant sap. When confronted, lynars prefer to flee rather than hold their ground, retreating deeper into darker caverns or high cave ceilings. They will attack any intruders who approach their home cave, however. They pose a nuisance to Cardassian miners digging for

uridium ore on Celtris III; they often mistake power conduits for plants and chew through cables, causing frequent power failures. Occasionally, a lynar or two has become sealed in a uridium ore container and transported off-world. Like voles, these refugees have been known to inhabit Jeffries tube access corridors, attracted by the infrared heat, and cause similar power fluctuations.

88-7
32-80

MELLITUS

The mellitus' natural form is a cloud of gas, up to 3m in diameter, and faintly blue in color. When at rest, however, the mellitus coalesces into a solid form, becoming a large lump of gray-blue matter similar to wax or clay in composition, and slightly damp and slick to the touch. The creature has no visible organs or sensory equipment, and floats through the air without any obvious means of support or propulsion.

CREATURE STATISTICS

FORM: GASEOUS
DIET: ENERGY
FEEDING HABITS: FILTER
SIZE: LARGE (3 METERS ACROSS)
ATTRIBUTES: STR N/A, INT 2 (–2), AGL 2 (–2), VIT 5 (±0), PRE 4 (±0), PER 2 (–2)
REACTIONS: QUIK –2, SAVV ±0, STAM +1, WILL ±0
MOVEMENT: FLYING 18 M/120 M/30 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 4
HEALTH: 5
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: STEALTH +3, SURVIVAL +2, UNARMED COMBAT +1
SPECIAL ABILITIES: ABSORPTION (ENERGY 106 ±0), AMORPHOUS, ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), EXTRAORDINARY SENSE (ENERGY DETECTION), FLYING, GASEOUS BODY, INVULNERABLE (ELECTROMAGNETIC ENERGY), RESISTANCE (PHYSICAL DAMAGE)
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: Found on Alpha Majoris II, the mellitus inhabits the planet's bare, rocky terrain and jagged hills. The planet has only a trace atmosphere, high density, and hot climate. The mellitus floats across these broad, open areas, absorbing solar radiation from the system's sun. At night, mellitus become increasingly lethargic and dense until they finally transform into a solid structure and rest wherever they land.

BEHAVIOR: Mellitus live on energy, absorbing it in any form. Their natural food is solar energy, and Alpha Majoris II's thin atmosphere and strong sun provide a great deal of food. For this reason they avoid shadows. These creatures are not aggressive, and simply float along in random directions, collecting energy as they travel. Once a mellitus gains enough energy to reproduce, it splits off a smaller portion of itself like a cell dividing. This offspring mellitus accompanies its parent, growing as it feeds, until it finally reaches maturity and departs to wander on its own. Mellitus are not common, and they are solitary, though if two of the creatures inhabit the same area they will co-exist peacefully since they don't have to fight over food or mates. The mellitus have no apparent social hierarchy—each creature exists independently, and does not define a specific territory that it must protect.

ENCOUNTERS

Mellitus have the ability to detect energy, and they are drawn to it. Normally, these creatures feed on sunlight. But if a stronger energy source appears, any nearby mellitus will investigate, including energy signatures from tricorders or phasers. The creatures cannot drain energy from an object or person—they only absorb it through direct contact. A phaser fired at a mellitus will make it stronger and larger, and cause the creature to approach again in hopes of a second meal. Once the mellitus becomes large enough (tripling its starting Health) it splits, creating a second creature.

Because Alpha Majoris II possesses rich mineral wealth, mining colonies on the planet make a favorite target for mellitus. Though they may not be dangerous, they can be irritating, particularly since most weapons cannot harm the creatures. They frequently drift over and around any mining equipment and power generators. The biggest danger they pose is to communications, which they absorb (since radio waves are a form of electromagnetic radiation); they also affect sensors and tricorders in this way.

88-7
32-90

MUGATO

Resembling a red-faced Earth gorilla with long, white fur, a ridge of spines along its back, and a tall horn protruding from the top of its head, the *mugato* is a fearsome beast even when calm. It is seldom calm, being just intelligent enough to be excited by almost any stimulus, and just dim-sighted enough to be unable to tell if the stimulus is an actual threat. The male *mugato* has a larger horn, but both have venomous glands in their lower jaws.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVOROUS (PRIMARILY LARGE MAMMALS)
FEEDING HABITS: POUNCER
SIZE: MEDIUM
ATTRIBUTES: STR 11 (+2), INT 4 (±0), AGL 12 (+3), VIT 8 (+2), PRE 2 (–2), PER 7 (±0)
REACTIONS: QUIK +6, SAVV ±0, STAM +2, WILL ±0
MOVEMENT: 10M/60M/19KM
LIFTING/CARRYING CAPACITY: 220 KG
DEFENSE: 10
HEALTH: 10
WOUND LEVELS: 5
SKILLS: ATHLETICS (JUMP) +3, BITE +4, CLAWS +4, STEALTH +5, SURVIVAL (FOREST) +7
SPECIAL ABILITIES: FEROCITY (MALES), NATURAL WEAPONS (BITE, 1D6+4 AND CLAWS, 1D6+4), SPEED, TOXIN
TN EQUIVALENT: 15 (2)

DESCRIPTION

White-furred apelike carnivore; the horn and spines are more prominent in the male; 2 meters tall, massing about 150 kg.

ENVIRONMENT: The *mugato* is native to the temperate forests and savannahs of the planet Neural. Its white fur lets it stand out and warn away the few animals stupid enough to willingly wander into a *mugato*'s mating ground. As a result, the vegetation in *mugato* mating grounds is unusually lush and can reproduce itself without worrying about predators; this has allowed Neural's bizarre ambulatory plant life to flourish.

BEHAVIOR: The *mugato* lives and hunts in mated pairs; the male is especially ferocious in defense of its hunting ground. *Mugato* often attack humanoids (including the indigenous inhabitants of Neural) because they believe the humanoid is a rival *mugato* after its mate. During male estrus (the hottest part of the Neural summer), the males battle with their horns for mates; at other times, they use paws and teeth. The *mugato*'s venom is rarely necessary to subdue its prey, being likely an evolutionary holdover from the *mugato*'s smaller, more vulnerable ancestors. It primarily acts as a digestive aid for younger *mugato* fed kills by their parents, but is still potentially quite deadly for humanoid bite victims. The *Kahn-ut-tu* people of Neural have a hereditary blood enzyme that can be catalyzed into an antidote by the hallucinogenic mako root, but picking and using this ambulatory vegetable requires substantial skill in local herbalism—successful tests against World Knowledge (Neural) and Life Science (Botany) at TN 20.

MUGATO VENOM: Type: Injury; Onset: 1d6 rounds; Potency: +6 TN; Treatment: +15 TN; Effect: Unconsciousness and –2 Vit; Secondary Effect: Medium stun and –1d6 damage; Stages: Every hour until venom is purged.

ENCOUNTERS

The *mugato* is likely to serve as a momentary threat, but it will be a common one in any guerrilla episode on the planet Neural, as its range and the front lines of Neural's civil war coincide closely. *Mugato* will attack Klingon or Federation "advisers" with impunity, and an episode might see the two sides thrust together by mutual danger or competing to win the services of a local *Kahn-ut-tu* shaman. *Mugato* venom would also make a good untraceable, barely-treatable poison for assassin characters to obtain—and hunting one through a gunpowder civil war and active Federation and Klingon measures would be an episode in itself.

NORPIN FALCON

The Norpin Falcon has long pointed wings, a sharp hooked beak, and wicked talons. Its plumage is a steely blue across the back and wings, shading to black at the wingtips and down the long, narrow tail. Its head feathers are completely black, and its underbelly, talons, and beak are a pale blue-gray.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: MEDIUM (2M WINGSPAN)
ATTRIBUTES: STR 5 (±0), INT 3 (–1), AGL 18 (+5), VIT 3 (–1), PRE 2 (–2), PER 7 (±0)
REACTIONS: QUIK +8, SAVV ±0, STAM +2, WILL ±0
MOVEMENT: 6 M/40 M/10 KM; FLYING 24 M/160 M/40 KM
LIFTING/CARRYING CAPACITY: 100 (ORAL LIFTING 10)/25 (LIGHT LOAD)
DEFENSE: 12
HEALTH: 3
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS (DIVE) +9, OBSERVE +5, STEALTH +6, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +5
SPECIAL ABILITIES: ENERGY ATTACK (ELECTRICAL 1D6–1), EVASION,

EXTRAORDINARY SENSE (KEEN VISION, DOUBLE PERCEPTION RANGE), FLYING, NATURAL WEAPONS (BEAK AND TALONS 1D6+3), SPEED

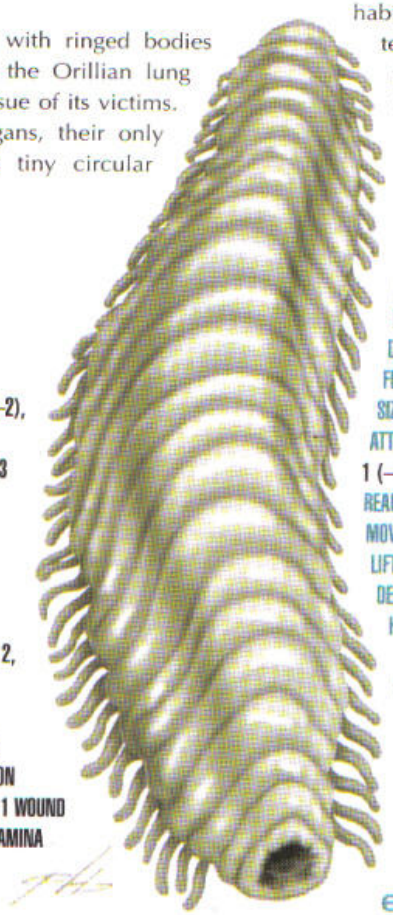
TN EQUIVALENT: 10

DESCRIPTION

These predators from the Norpin colonies are renowned for their aerial agility and their amazing reflexes. The falcon feeds mainly on aquatic life, swooping down on its prey and grasping it in its powerful talons. It then uses a remarkable bioelectric shock to stun its victim. The bird lives among the rocky cliffs overlooking the planet's oceans, and frequently roosts on the masts of sailing vessels.

32-80 ORILLIAN LUNG MAGGOT

Tiny gray-white oblongs with ringed bodies and dozens of paired legs, the Orillian lung maggot feeds on the lung tissue of its victims. Lacking outside sensory organs, their only visible facial feature is its tiny circular mouth.



CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE (LUNG TISSUE)
FEEDING HABITS: PARASITE
SIZE: MINISCULE (1CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 2 (–2), VIT 4 (±0), PRE N/A, PER 2 (–2)
REACTIONS: QUIK –2, SAVV –2, STAM –1, WILL –3
MOVEMENT: 6 CM/40 CM/100 M
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 5
HEALTH: 1
WOUND LEVELS: 1 LEVEL
SKILLS: ATHLETICS (CRAWL) +2, STEALTH +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: BURROWING (FLESH), DRAIN (LUNG TISSUE, –1 VIT), NATURAL WEAPON (TEETH 1D6–3), REGENERATE (RECOVER 1 WOUND POINT EVERY HOUR WITH SUCCESSFUL STAMINA TEST)
TN EQUIVALENT: 15

DESCRIPTION

A native of the planet Orillia, lung maggots are surprisingly dangerous for their size. They live in water and can burrow through flesh, which appear as insect bites. Once inside the body, the lung maggot makes its way through the circulatory system and into the lungs where it begins to feed. Once gorged on lung tissue, the creature lays dozens of eggs, which hatch within days and also feed. Someone infested with Orillian lung maggots can die from lung failure within a matter of days. Roll for the creature's Drain effect once per day, beginning 1d3 days after infestation, to represent an attack by the entire population.

32-80 ORION WING-SLUG

About 5-10 centimeters long, with four membranous wings and an oozing, snail-like body, the Orion wing-slug is one of the least appealing creatures in the known Galaxy. Worse yet, during mating years it travels in vast swarms—millions of wing-slugs—across the habitable surface of the planets of the Rigel system. In Rigel's heat, the swarms soon reek of the foul smell of wing-slug slime, as does everything they touch or pass during their migration. Orion wing-slugs are usually a brownish green, but different varieties have different revolting color schemes from purplish taupe to bruise black.

CREATURE STATISTICS

FORM: ANIMAL SWARM
DIET: CARRION
FEEDING HABITS: SCAVENGER
SIZE: TINY
ATTRIBUTES: STR 1 (–3); INT 1 (–3), AGL 4 (±0), VIT 2 (–2), PRE 1 (–3), PER 6 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM +4, WILL –2
MOVEMENT: 10 FLYING
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 2
SKILLS: ATHLETICS (FLY) +1, STEALTH +1, SURVIVAL (MARSH) +3
SPECIAL ABILITIES: CORROSION, FLYING
TN EQUIVALENT: 5 (6)

DESCRIPTION

Four-winged slug of repellent appearance; 5-10 cm long, 10-20 g mass.

ENVIRONMENT: Orion wing-slugs breed on Rigel II, III, V, and VII. Each world claims the wing-slug is native to a different planet, and when local conditions allow, launches massive eradication campaigns against the horrendous pests. Wing-slugs tend to prefer wetter areas such as canals, marshes, and lakes; in Rigel VII's deserts this often leads to the unpleasant choice of death by thirst or braving a

SWARMS

Creatures that normally wouldn't be much of a threat—army ants, Norway rats, Orion wing-slugs—can be deadly if massed in a swarm. Ordinary clothing (such as Starfleet uniforms) or armor protects against a swarm of Minuscule or Tiny vermin for 1d6-3 rounds; tightly fitted thick clothing protects for 1d6+3 rounds. (For larger creatures, use the standard armor and protection rules.) After that, they are sure to penetrate. Forcefields, fully self-contained environment suits, etc. provide defense against swarms—some creatures may be able to corrode these defenses given time, however. Swarms can simultaneously attack all characters within the swarm with no penalties for "multiple" attacks, but will only attack any given character once per round.

For the effects of swarms, first determine how big a swarm is using Table 2.1. This will depend on the number of creatures in the swarm, and on the creature's Size. (A swarm of a dozen rats can be deadly—a swarm of a dozen bees is relatively insignificant.) A "Horde" is a veritable living blanket of the creatures; no character in the path of (or midst of) a Horde can avoid being bitten or otherwise attacked, and any attack on a Horde (with an effective weapon) will hit. Then, apply the swarm increment on Table 2.2 to derive new statistics for the whole swarm of creatures. (For example, a Swarm 3 of 10,000 tiny Orion wing-slugs would "attack" with an Athletics (Fly) of +5, do 6 points of damage per round, and increase its normal venom Potency to +5 TN.) Where no values are given, assume any stat or skill increases by +2 for each increment—although a swarm of rats is not actually much smarter than a single rat, their effective Intellect is greater since there are more rats to try more options. Narrators may extrapolate from these rules for stampeding herds or for other groups of large, but not usually dangerous, animals.

Orion Wing-Slug Mucus: Type: Contact; Onset: 1 round; Potency: +3 TN; Effect: 1 point of damage.

Once a swarm has taken damage equal to half its collective wounds, this will force a Willpower reaction test each round (at +2 TN each successive round), against a TN equal to the amount of damage points done by any single character in the most recent combat round, until the threat or the swarm is gone. Add the creature's Intellect modifier to the TN of the test—smarter creatures are more likely to retreat. A failure will drive the rest of the swarm into retreat (or at least to part and avoid the characters) unless powerfully overriding factors are at hand (the characters have been doused in insect pheromones, they are standing on the spawning ground of the swarm in question, etc.). The Narrator may choose to model these contingencies by lowering the TN of the Willpower reaction test, using the following modifiers as guidelines: character is actively interfering with/appearing like creature's: migration path or nest, -2 TN; food, -4 TN; mating opportunity, -8 TN.

TABLE 2.1: SWARM INCREMENTS

Creature Size	Terran Example	Swarm 1/Swarm 2/Swarm 3/Horde
Minuscule	Mites, Fleas	10,000/100,000/1 million/10 million
Tiny	Ants, Bees, Dragonflies	100/1,000/10,000/100,000
Little	Rats, Bats, Piranha, Crows	12/50/100/1,000
Small	Eagles, Wild Dogs	6/12/20/100

TABLE X2.2: SWARM INCREMENTAL EFFECTS

Value	Swarm 1/Swarm 2/Swarm 3/Horde
Defense	*/1/2-5/No defense**
Unarmed Combat	+2/+4/+8/Automatic hit
Damage	x2/x3/x6/x8
Potency TN***	±0/+1/+2/+4
Health	+1/+3/+6/+12
Wound Levels****	+1/+2/+4/+8

Characters in the midst of a swarm suffer the following environmental TN modifiers (except for Stamina tests to avoid or recover from injury) to all tests, including attacks against the swarm: Swarm 1, TN +1; Swarm 2, TN +3; Swarm 3, TN +5; Horde, TN +7.

*Swarms of Minuscule or Tiny creatures are effectively immune to beam weapons (except for weapons set on wide beam), melee weapons such as bat'leths or clubs, and projectile weapons. Swarms of Little creatures take only half damage from such weapons (and can make Quickness reaction tests to reduce damage to a quarter). Wide-beam energy weapons, chemical weapons, flame, and force or pressor weapons do normal damage against swarms.

**Even with "No defense," a Horde has a minimum Defense equal to the greater of 2 or the individual creature's Defense -8, for the purpose of calculating ranged attacks from outside the Horde. Narrators may also simply wish to extrapolate based on the swarm's Size, considering each swarm increment to be one further Size larger. (For example, a Swarm 3 of Little creatures would count as a Large target for such purposes.)

***Many swarms carry disease, venom, or other contamination. This indicates the increase in Potency TN for such poisons from the multiple bites typical in swarms at larger increments.

****All wound levels above 5 add one Healthy level, as in Table 12.1 on page 205 of the Star Trek Narrator's Guide.

horde of wing-slugs to reach an oasis. The dapper Orions often make quite a show of the dilemma, and may not necessarily be entirely joking.

Behavior: Orion wing-slugs travel in swarms, and during mating years, migrate in enormous hordes. Wing-slugs primarily repel predators by their awful smell and even more revolting taste; should those fail, wing-slug slime is mildly caustic and causes a lingering, horrible burning sensation in soft tissues like mouths, eyes, and so forth. On normal exposed skin, it takes a fair number of wing-slug impacts to raise a rash, but the rash will also last for days of subtle but burning irritation.

Encounters

Although using them as narrative flavor is a natural (as scenery or as invective), a giant swarm of Orion wing-slugs could be an actual hazard to characters piloting aircraft through it. Wing-slugs can jam sensors, choke air intakes, splatter across view ports, and otherwise make an unholy mess out of a diplomat's brand new shuttlecraft.

PLASMA GATOR

The plasma gator resemble a Terran alligator in basic shape—it has a long flat body, almost diamond-shaped, narrowing to a near-point at both tail and snout, and two short stubby appendages on either side. Its body is composed of pure energy, however, usually either golden or bluish-white in hue, and no features or organs are visible.

Creature Statistics

Form: Energy
Diet: Energy
Feeding Habits: Chaser
Size: Large (4 m long)
Attributes: STR 8 (+1), INT 4 (±0), AGL 14 (+3), VIT 12 (+3), PRE 8 (+1), PER 11 (+2)
Reactions: QUIK +6, SAVV +3, STAM +8, WILL +2
Movement: 36 m/240 m/160 km
Lifting/Carrying Capacity: 160 kg max (80 kg oral)/40 kg light
Defense: 10
Health: 13
Wound Levels: 6 (2 levels healthy)
Skills: Athletics (jump, swim) +8, Stealth +2, Survival +6, Unarmed Combat (energy attack) +3
Special Abilities: Absorption (energy 1d6+2), Anaerobic Respiration (can breathe any gas), Energy Body, Evasion, Extraordinary Sense (gas sense, can detect complex gasses), Flying, Invulnerable (energy weapons), Resistance (physical damage), Speed
Equivalent: 10

Description

Environment: First sighted in the Beta Renner system, the plasma gator is an unusual creature composed entirely of energy, and "swims" through atmospheres much the same way a true alligator would swim through water. Whether plasma gators need to rest remains a mystery, but they often conceal themselves among clouds within a planet's atmosphere. No one has ever seen a baby gator, and it is uncertain whether these creatures reproduce.

Behavior: Plasma gators are usually found on gas giants, and feed on various gases. They can survive on hydrogen and helium, but prefer more complex gasses like oxygen, nitrogen, and lithium. The last is definitely their favorite, and plasma gators have caused trouble for lithium miners on several planets, diving in and eating the gasses before the miners can harvest them. Some gators have even attacked gas storage containers, cracking their containment fields and draining off the precious gas inside. Plasma gators are immune to most energy attacks, and ignore physical attacks as well—certain forms of radiation can harm them, however.

Encounters

Researchers are still arguing whether the plasma gator is truly sentient, and any proof one way or the other would be immensely valuable to the scientific community. The question of the creature's reproduction is also a hot topic, and not only scientists but also collectors would pay a high price for a baby plasma gator. Encounters with one of these creatures can be deadly, but the gators are not malicious, just hungry—if offered a meal (such as a canister or other ready source of gas) the gator would likely abandon its pursuit of the individual. The gator's speed and agility are impressive, and they seem to detect gas from a distance—if scientists could duplicate this feat they would have more sensitive scanners than those currently available.

QUASI-ENERGY MICROBES

Quasi-energy microbes are space borne life-forms that exist in flux between matter and energy and can live in a transporter's matter stream. They are amorphous in shape and appear as sparkling cascades of energy.

Creature Statistics

Form: Energy
Diet: Energy
Feeding Habits: Filter

SIZE: MICROSCOPIC (VARIES, LESS THAN .01 CM)
ATTRIBUTES: STR N/A, INT N/A, AGL 0 (–6), VIT 2 (–2), PRE N/A, PER 0 (–6)
REACTIONS: QUIK –6, SAVV N/A, STAM +1, WILL N/A
MOVEMENT: N/A
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: N/A
HEALTH: 1
WOUND LEVELS: 1
SKILLS: SURVIVAL +1, UNARMED COMBAT (ENERGY ATTACK) +1
SPECIAL ABILITIES: AMORPHOUS, CAMOUFLAGE*, ENERGY ATTACK* (1D6–2), ENERGY BODY (PLASMA), RESISTANCE (PHYSICAL DAMAGE)
TN EQUIVALENT: 15

DESCRIPTION

Originally found in the plasma streams of the binary stars of the Igo Sector, these microbes are believed to be native to a number of different plasma environments. Since their discovery in 2369, six different sub-species have been discovered, each with their own unique biophysical variation. Some Federation scientists have hypothesized that these microbes may be part of the evolutionary process that led to pure energy life-forms like the Medusans or the Redjac.

Since quasi-energy microbes possess the ability to exist within the matter stream of a transporter, Federation personnel are cautioned to be extremely careful around these organisms, as the microbe's feeding habits have been proven to be damaging to Federation technology.

When detected, these creatures appear as sparkling cascades of energy that occasionally flux into a dark crystalline form. The Camouflage ability reflects the difficulty to identify the microbes with sensors not specifically calibrated to detect them. The Energy Attack ability reflects the damaging effect of these microbes feeding on elements common to technological devices. The microbes use these elements to maintain the physical aspect of their form.

RAKONIAN SWAMP RAT

With slick ebony fur, the Rakonian swamp rat is known for its toothy smile and penchant to escape capture. Oil glands under the swamp rat's fur produce a foul smelling liquid that provides protection against the chill of the swamp water and is also an effective deterrent to other predators.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: SCAVENGER
SIZE: SMALL (.75 M LONG)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 4 (±0), VIT 4 (±0), PRE 2 (–2), PER 8 (+1)
REACTIONS: QUIK +1, SAVV +1, STAM +4, WILL ±0
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (CLIMB, RUN, SWIM) +2, STEALTH +2, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: CUNNING (ESCAPE), DETERRENT (OIL, WILL TEST VS TN 11 TO APPROACH ANIMAL)*, EVASION*, EXTRAORDINARY SENSE (CHEMORECEPTION), NATURAL WEAPON (TEETH 1D6–2)
TN EQUIVALENT: 5

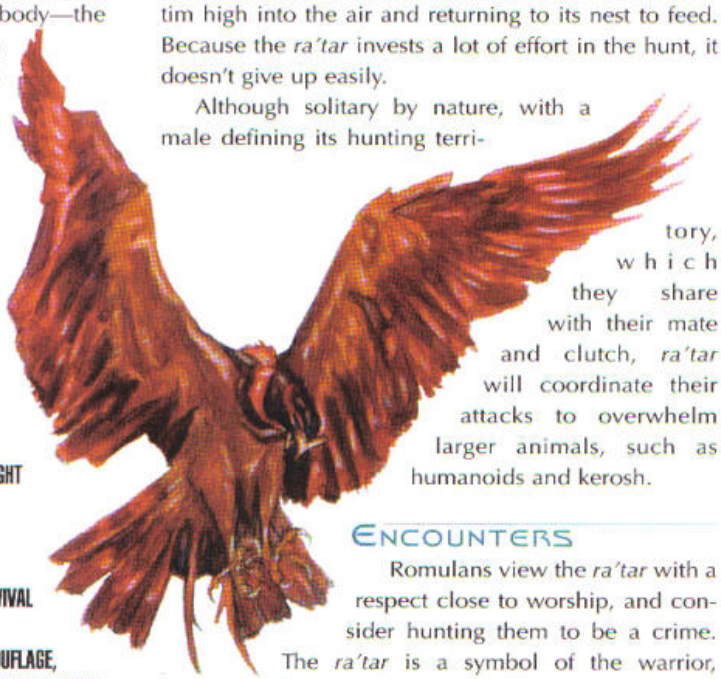
DESCRIPTION

Native to swamps on Bajor, Rakonian rats are expert scavengers who also occasionally supplement their diet with live prey. The stench of their oil is well known and the smell of it has a tendency to stick to anything it comes into contact with, confusing predators with acute senses. Characters can tell whether a Rakonian rat has recently passed through an area with a successful TN 10 Perception test.

Rakonian rats are best known for their furtive behavior, lurking at the fringes until an opportunity presents itself—then acting. They often steal into camps and nearby villages, attracted by food and garbage. Although scavengers, they have been known to attack when hungry and defend themselves when cornered. When assaulted, their oily skin makes it difficult to grasp them and even technological traps have often proven ineffective.

RA'TAR

The *ra'tar* is an imposing bird with a body as long as a full-grown Romulan and a wingspan twice that. Its plumage is red, running crimson along the wingtips and tail and deepening to rust along the body—the head is dark red except for a crimson ring around its neck. The beak and talons are reddish gold in color, and the entire bird seems drenched in blood.



CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: LARGE (4M WINGSPAN)
ATTRIBUTES: STR 12 (+3), INT 3 (–1), AGL 9 (+1), VIT 8 (+1), PRE 4 (±0), PER 6 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM +7, WILL +1
MOVEMENT: FLYING 36/240/60
LIFTING/CARRYING CAPACITY: 240 KG MAX (24 KG ORAL)/80 KG LIGHT
DEFENSE: 8
HEALTH: 11
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (DIVE) +5, OBSERVE +5, STEALTH +4, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +8
SPECIAL ABILITIES: ARMOR (FEATHERS, DEFLECTS 5 DAMAGE), CAMOUFLAGE, DETERRENT (SHRILL CRY), EVASION, EXTRAORDINARY SENSE (NIGHT-VISION, CAN SEE NORMALLY AT NIGHT), FEROCIOUS (WHEN HUNTING), FLYING, NATURAL WEAPONS (BEAK AND TALONS, 2D6+3), SPEED
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: The *ra'tar* is perhaps the most famous denizen of Romulus, its image immortalized on the underbelly of the Romulan bird-of-prey and emulated in the emblem of the Romulan Star Empire The *ra'tar* lives on mountain sides and cliffs of the *Kae'raktar* and *T'aresh* ranges and hunts across neighboring valleys and plains. The creature builds its nest by dragging rocks and boulders into a rough ring, and then layers the center with grass, twigs and branches—the rocks help hide its home and any eggs from view.

BEHAVIOR: *Ra'tars* are nocturnal hunters, when their own vision and dark coloring give them an advantage; witnesses have described the attack of a *ra'tar* as a crimson blur, like a sweep of blood descending from the sky. It devotes most of its waking hours to hunting and feeding itself to provide the reserves of energy it needs to chase down prey. These birds fly over their chosen territory, eyes alert for the slightest movement. The *ra'tar* prefers to hunt small, mobile prey such as the gerik (a type of field mouse) and danat (a weasel-like animal).

Upon sighting prey, the *ra'tar* descends, its shrill cry splitting the night air in order to startle the victim and deter other *ra'tar* from attacking the same creature. It also uses its cry to warn away intruders on its territory. It delights in the hunt, and typically wheels and returns to give its prey a chance to run. When the *ra'tar* tires of the game, or the prey begins to falter, it swoops down and grasps with its talons, lifting the victim high into the air and returning to its nest to feed. Because the *ra'tar* invests a lot of effort in the hunt, it doesn't give up easily.

Although solitary by nature, with a male defining its hunting territory, which they share with their mate and clutch, *ra'tar* will coordinate their attacks to overwhelm larger animals, such as humanoids and kerosh.

ENCOUNTERS

Romulans view the *ra'tar* with a respect close to worship, and consider hunting them to be a crime. The *ra'tar* is a symbol of the warrior, because the creatures are fearless and proud, and rely on their own strength and speed. In ancient days, Romulan nobles kept *ra'tar* as hunting pets, and the practice continues among tradition-minded Romulans to the present. The *ra'tar* is most likely to be encountered in the wild on Romulus, though the bird has been transplanted to several Romulan colony worlds. Several specimens have been smuggled across the Neutral Zone for zoos and private collectors.

RECTILIAN VULTURE

A vicious avian with a skull-like face, the Rectilian vulture is an avian from the Delta Quadrant that swoops down quickly on its prey. With a wingspan of over 6 meters, this immense bird is best known for its 'dual-hooked' beak and five barbed talons. Its head lacks feathers, giving it a gaunt, skull-like appearance that the natives of its planet equate with the god of death, and is

nicknamed Sky Death for its savage and persistent attacks.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: MEDIUM (1.8 M LONG)
ATTRIBUTES: STR 2 (–2), INT 2 (–2), AGL 5 (±0), VIT 1 (–3), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +1, WILL +1
MOVEMENT: 6 M/40 M/10 KM; FLYING 30 KM/HR
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 5
SKILLS: ATHLETICS (FLY) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: EVASION, FEROCIOUS (KILLING PREY), FLYING, NATURAL WEAPON (TALONS 1D6–2), SPEED (FLYING)
TN EQUIVALENT: 10

DESCRIPTION

Native to Rectos IV, the Rectilian vulture is primarily a desert animal, though variants of it can be found throughout its homeworld in any hot climate. An extremely active and cruel predator, it has been known to track its prey for days, taking opportunities to slash at its quarry and weaken it whenever the vulture can. A number of unwary families on Rectos IV have lost their young to these animals before they could drive them off, earning it the nickname "sky death."

RECTYNE MONOPOD

The Rectyne Monopod is a grey-skinned, single-footed beast with several thick tendrils just above its mouth that serve the same purpose as trunks on a Terran elephant. Native to a Klingon colony world it has been exported to Qo'noS for use as a beast of burden and source of food.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: MAMMOTH (6 M TALL)
ATTRIBUTES: STR 16 (+5), INT 2 (–2), AGL 8 (+1), VIT 3 (–1), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +5, WILL –1
MOVEMENT: 24 M/160 M/40 KG
LIFTING/CARRYING CAPACITY: 320 KG MAX (32 KG ORAL)/80 KG LIGHT
DEFENSE: 8
HEALTH: 8
WOUND LEVELS: 7 (3 LEVELS HEALTHY)
SKILLS: ATHLETICS (JUMP) +2, OBSERVE +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 8 DAMAGE), EVASION (JUMP), MULTIPLE ATTACKS (TRUNKS), NATURAL WEAPONS (TRUNKS 1D6 +5 PER TRUNK), PREHENSILE APPENDAGE X 3 (TRUNKS)
TN EQUIVALENT: 5

DESCRIPTION

For centuries, Klingon have used Rectyne Monopods as beasts of burden and occasionally as food. They are easily trainable though they must be treated with respect as an enraged Monopod can cause massive damage with its impressive leap; several unwary people are killed every year to 2-ton stomps. It also has an assortment of mouth trunks, each able to perform individual tasks. Klingons who have truly angered these beasts discover that these trunks can be used to pull an unfortunate apart. Klingon painstiks, normally employed to control large animals, can produce intolerable cephalic pressure in the Monopod (causing its head to explode).

REETA-HAWK

These avian scavengers are noted for their long orange feathers and bright yellow crest. Their wedge-shaped beaks are crimson in color, leading many to think these birds vicious killers. Their long wings have a pink underside, as do their bellies, and the feather fringe around their crimson talons are also pink.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: SCAVENGER
SIZE: MEDIUM (2M WINGSPAN)
ATTRIBUTES: STR 8 (+1), INT 2 (–2), AGL 4 (±0), VIT 12 (+3), PRE 2 (–2), PER 9 (+1)
REACTIONS: QUIK +1, SAVV +1, STAM +7, WILL –2
MOVEMENT: FLYING 9 M/80 M/15 KM
LIFTING/CARRYING CAPACITY: 160 KG MAX (16 KG ORAL)/40 KG LIGHT
DEFENSE: 7
HEALTH: 13
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS +3, OBSERVE +6, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: CUNNING (WHEN FIGHTING TO ACQUIRE FOOD), DETERRENT (SHRILL CRY), EXTRAORDINARY SENSE (KEEN VISION; DOUBLE RANGE FROM PERCEPTION), FLYING, INVULNERABLE (DISEASE), NATURAL WEAPONS (BEAK AND TALONS, DAMAGE 1D6+1)
TN EQUIVALENT: 10 (12)

DESCRIPTION

ENVIRONMENT: Reeta-hawks are native to Argratha, located in the Gamma Quadrant. Reeta-hawks live in flocks of eight to fourteen birds, and prefer to hunt in open country, but usually nest and breed in light woodlands and thickets. They build their nests in low trees and thick bushes, and the entire flock lives together—when out hunting they entrust their young to a handful of older or slower reeta-hawks, who remain behind. The birds are only active during the day. At night the flock huddles together, wings overlapping to create the appearance of a large bonfire—their orange feathers even rustle slightly in the night breeze, the same way flames might move.

BEHAVIOR: Reeta-hawks are not predators, as many people think, but scavengers. They will kill smaller animals if sufficiently hungry, but most of their food comes from carrion. They commonly steal the kills of other animals, banding together to soar along thermals in search of food. When any of the birds sight food, they communicate with the rest of the flock and descend en masse. The birds screech to encourage the predator that actually brought down the animal to abandon their meal, or warn away other scavengers who might be attracted to the carcass; most animals are smart enough to run, for while the reeta-hawk doesn't kill to eat they will fight to drive off competitors. The flock surrounds the carcass to feed, using their beaks to pick at internal organs.

The largest and strongest member leads the flock and determines mating rights, hunting patterns, and eating order. Fights occasionally break out over leadership, which are rarely to the death. Reeta-hawks only mate every other year, and produce a single egg per mating pair.

ENCOUNTERS

Reeta-hawks are easily spotted, thanks to their bright plumage. The flock is easy to avoid, and won't attack large, living creatures (even if starving). They will fight to defend their roosts, however. Reeta-hawks, like most scavengers, can show where something has died or lies dying, and their cries can be heard over a great distance. The reeta-hawk's body is immune to most natural diseases, and it can process them without harm. Scientists think the bird may provide a useful source for antibodies that could cure some of the most virulent diseases. Unfortunately, the birds are dying out—as Argrathan society becomes more civilized, wilderness becomes scarcer, and the scavengers have a harder time locating enough food to survive. A live reeta-hawk is worth a great deal to conservationists and scientists alike.

REGALIAN FLEASPIDER

The Regalian Fleaspider is a twelve-limbed arachnid known for its impressive leap and venomous bite. Brownish-black light fur resembles the color of dirt. The fleaspider's eyes, which serve as heat detectors, ring its entire body. Its venomous mouth is an extendible tube that extrudes from the rear of the creature to feast off of its victim's blood.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: LITTLE (26 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 5 (±0), VIT 4 (0), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM ±0, WILL ±0
MOVEMENT: 1 M/7M /2 KM
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 3
SKILLS: ATHLETICS (CLIMB, JUMP) +3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: CAMOUFLAGE, DRAIN (BLOOD, DRAINS 1 VIT PER ROUND AFTER SUCCESSFUL ATTACK WITH TOXIN), EXTRAORDINARY SENSE (INFRARED VISION), INVULNERABLE (FLEASPIDER TOXIN), NATURAL WEAPONS (FANGS 1D6–5), TOXIN (INJECTION, ONSET: 1D6 ROUNDS, POT. –2, DIAG. ±0, TREAT ±0, EFFECT –3 VIT, 3 STAGE, 2ND EFFECT: –1 VIT)
TN EQUIVALENT: 5

DESCRIPTION

Once a common sight among the Regalian crystal falls, the fleaspider now stands on the verge of extinction due to the accidental introduction of the Orion emerald finch to its habitat. The Regalian fleaspider is a hemovore, existing on a diet of blood. Its toxin acts as metabolic stimulant and an anti-coagulant making whatever prey is injected with the toxin bleed much faster and much more profusely than normal. The fleaspider then uses its rear proboscis to drain the blood out while the victim struggles. In past times, the venom of the fleaspider was used as a tool for assassination but in more enlightened times, its primary use is as a medicine to improve circulation.

REGULAN BLOOD WORM

The Regulan blood worm most closely resembles an irregularly-shaped leech, and its metabolism is much the same. It feeds on humanoid blood of all varieties, its many layers of symbiotic bacteria filtering out any conceivable toxin or heavy element before digesting its meal. It is naturally translucent, but more often colored a darker shade of its most recent meal (reddish-brown for Human blood, olive for Vulcan blood, deep purple for Klingon blood, indigo for Andorian blood, etc.). It has a small but efficient "beak" that allows it to break the skin of its victim, and a sucker mouth that funnels the blood into its stomach with no spillage.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HUMANOID BLOOD
FEEDING HABITS: PARASITE
SIZE: LITTLE (30 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 2 (–2), VIT 7 (±0), PRE 1 (–3), PER 2 (–2)
REACTIONS: QUIK –2, SAVV –2, STAM ±0, WILL ±0
MOVEMENT: 1M/7M/2KM (CRAWLING), 2M/15M/4KM (SWIMMING)
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 5
HEALTH: 4
WOUND LEVELS: 3
SKILLS: ATHLETICS (SWIM) +1, BITE +4, SURVIVAL (MUD) +3
SPECIAL ABILITIES: DRAIN (BLOOD (1 VIT PER HOUR)), NATURAL WEAPONS (SUCKER MOUTH, 2), RESISTANCE (POISON OR DISEASE)
TN EQUIVALENT: 5

DESCRIPTION

Soft, shapeless annelid usually the color of its most recent meal; 1-50 cm long, 1-1000 grams mass.

ENVIRONMENT: Regulan blood worms live in the warm mud of the subtropical seas, rivers, and marshes of Regulus V. They prey on all large animals in their habitat, efficiently filtering out the viruses, nitrite compounds, and other contaminants endemic to life in that active slurry.

BEHAVIOR: The Regulan blood worm usually attacks sleeping, swimming, or similarly easy targets. The worm finds a good spot away from claws or teeth (the shoulderblade, the rear of the thigh, and the groin are popular spots), attaches itself, and begins to feed. Regulan blood worms have an anesthetic slime that numbs victims to the tiny pinprick of the first bite (noticing a blood worm bite at the time is a TN 20 Observe (Feel) test). This slime also serves as a powerful adhesive; removing a feeding blood worm does

1d6 points of damage to the host without TL 6 or better medical treatment at a TN 15 base difficulty. A blood worm will guzzle up to double its own Vit before detaching from the host and slithering away to spawn. Baby worms then hatch from the parent's body (Regulan blood worms are hermaphroditic) and the cycle continues.

Encounters

Although Regulan blood worms (or creatures like them) are likely to be momentary threats, if that, in most episodes, they can serve other purposes. In Denobulan medicine, for example, holistic biophysicians use Regulan blood worms to filter toxins out of patients rather than mechanical transfusers or separators. A blood worm that has fed on a wanted criminal (or prominent diplomat) might be the target of a desperate search through the swamps to recover a sample of his DNA for testing, duplication, or tracking purposes.

RIPPERWORM

The ripperworm is a vicious, segmented worm that grows from about a half meter to one and a half meters in length. Multiple rows of teeth and barbed spines comprise the first quarter of its body, with chitinous plates covering the last three quarters. Ripperworms have no apparent central sensory organs; instead, some spines located on the front of the body are specialized to detect heat.

CREATURE STATISTICS

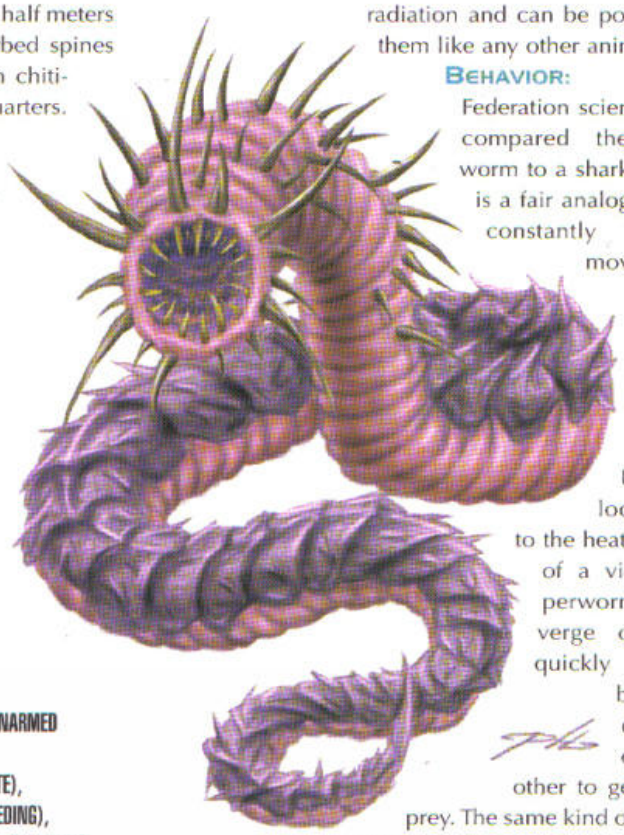
FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: SMALL (.6 M LONG)
ATTRIBUTES: STR 1 (–3), INT 1(–3), AGL 5 (±0), VIT 0 (–6), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM ±0, WILL +1
MOVEMENT: 3 M/20 M/5 KM; SWIMMING 10 KM/HR
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (SWIM) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (METHANE-RICH WASTE), EXTRAORDINARY SENSE (INFRARED VISION), FEROCIOUS (FEEDING), NATURAL WEAPONS (TEETH 2D6–3, BARBS 1D6–3), SPEED (SWIMMING)
TN EQUIVALENT: 5

Description

Environment: Native to the ecologically devastated Nausicaan homeworld, ripperworms exist wherever large amounts of fresh organic waste can be found. They feed primarily on the bacteria that thrive in such matter, taking in huge amounts of nutrients similar to a filter feeder. Unfortunately, while this allows the ripperworm to survive in such an environment, it does not allow them to thrive. In order to do so, they must find a larger source of nutrients, generally by hunting larger animals (including unlucky humanoids). Ripperworms use their heat-sensing spines to detect prey, but due to the relatively high heat of decaying waste, their senses work best when the target is mobile.

Ripperworms are extremely efficient feeders and a swarm of these creatures can devour their prey within minutes and leave no discernible remnants. Immediately after such a meal, the ripperworms go dormant in preparation to breed. Once they awake, they mate in large clutches known as egg-swarms. After depositing the now fertile eggs in the muck, the ripperworms scatter away from the breeding ground to look for new places to hunt.

Interestingly, few ripperworms can survive outside of waste-rich environments. There simply aren't enough nutrients in most other ecosystems to support them. Also, unlike their 'cousins' toxic slugs, ripperworms have no innate resistance to toxic wastes or radiation and can be poisoned by them like any other animal.



Behavior: Some Federation scientists have compared the ripperworm to a shark, and this is a fair analogy. They're constantly on the move, and the need to feed seems to be overwhelming. Upon locking on to the heat signature of a victim, ripperworms converge on it as quickly as possible, even devouring each other to get to their prey. The same kind of ruthlessness applies to any wounded rip-

perworms—they are eaten as quickly as their brethren can find them.

The easiest way to deal with a ripperworm swarm is to give them another heat target to follow. One away team accomplished this through timed phaser blasts, which heat up nearby rocks enough to give the ripperworms a more tempting target.

Encounters

The most common place ripperworms are encountered is on Nausicaa itself. Unfortunately, these nasty creatures have been exported off-world for various reasons. Several Orion crime bosses (including the notorious Kaldo Pell) have used vats of these creatures to dispose of opposition. Nausicaan ships, which do not use waste matter reclamation systems, employ ripperworms as "cleaners" to prevent bacteria buildup in the ship's waste tanks. A number of Ferengi crimelords have found these creatures to be suitable guardians for their swampy domains on Ferenginar. Finally, and most frighteningly, some of these creatures have appeared on Pakled ships, having apparently stolen Nausicaan waste technology without understanding the dangers. An away team from the *U.S.S. Potemkin* answered a routine distress call from a Pakled ship only to find themselves knee deep in waste and ripperworms because the system malfunctioned.

SABRE BEAR

Over a meter tall at the shoulder and three meters when standing, this ursine creature possesses razor sharp quills, impressive claws, powerful jaws, and a cunning intellect bordering on sapience. It also boasts a potent regenerative system typical to many Klingon life-forms. With grayish-brown fur and the ability to flatten itself out (leaving only its yellow-gray eyes to look for danger), the sabre bear can also virtually disappear in its environment, making it a significant challenge for any warrior brave enough to hunt it.

Creature Statistics

Form: Animal
Diet: Omnivore
Feeding Habits: Gatherer
Size: Large (3 m tall)
Attributes: STR 12 (+3), INT 2 (–2), AGL 8 (+1), VIT 4 (±0), PRE 0 (–6), PER 4 (±0)
Reactions: QUIK +1, SAVV ±0, STAM +3, WILL +1
Movement: 9 m/60 m/15 km
Lifting/Carrying Capacity: 240 kg max (24 kg oral)/60 kg light
Defense: 8
Health: 7
Wound Levels: 6 (2 levels healthy)
Skills: Athletics (climb, run) +2, Observe +3, Survival +7, Unarmed Combat +3
Special Abilities: Camouflage, Cunning (defending territory), Extraordinary Sense (subsonic hearing), Extraordinary Sense (chemoreception), Ferocious (defending territory), Natural Weapons (fangs 3D6+3, quills 2D6+3), Regeneration (recover 1 health per hour)
TN Equivalent: 15

Description

Environment: Long held as a sacred animal, the sabre bear can be found only on the slopes of Kang's Summit on the Klingon homeworld. In the past, sabre bears lived throughout the higher mountain ranges of *Qo'noS* but time and excessive hunting have led to a sharp decline in their population. Presently, they are a protected species with hunting permits only given to the greatest of Klingon warriors.

Sabre bears are, by nature, fishers and hunters that supplement their diet with nuts and roots. They frequently clash with packs of ferro-wolves and targs over similar foods, perhaps causing their extreme territoriality.

Behavior: Under normal circumstances, sabre bears are relatively peaceful, gathering and eating food to support their enormous bulk. Their ferocious aspect

comes into play when those the animal perceives as a threat violates their territory. When they try to track this creature down many an unprepared Klingon has found himself the prey rather than the hunter.

Encounters

Since before recorded history, the greatest of Klingons have hunted the sabre bear as a test of their warrior skills. Upon the near extinction of the species, strict ritualistic guidelines were imposed to moderate the hunt. A warrior who wishes to hunt the sabre bear may use no weapons except *bat'leth*, *mek'leth*, and *d'k tahg*. They are also expected to leave an offering for the sabre bear before they hunt it—fresh caught fish from the sabre bear's territory is best, though *beru* nuts and *tika* roots are acceptable as well.

Under normal circumstances, the hunt for the sabre bear is a solitary quest—the journey itself is as important as the hunt and even unsuccessful hunts have resulted in a spiritual awakening in young warriors. The land around Kang's Summit is a harsh and beautiful one and many have said that in many ways it reflects the Klingon soul.

Sadly, unscrupulous merchants have exported sabre bears to other environments and some can be found on private hunting preserves. These animals tend to be miserable and more prone to recklessness than their *Qo'noS* counterparts. Though they are undeniably masters of their domain, there is some element missing from other environs which sabre bears pick up on and react to. There is a famous modern Klingon opera in which a warrior rescues a sabre bear against great odds from such a preserve.

SAND BATS

Appearing to the untrained eye as small rocks when nesting, sand bats can quickly uncurl themselves into a snarling mass of teeth and wings with vulpine features.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: POUNCER
SIZE: SMALL (.6 M LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 5 (±0), VIT 0 (–6), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –3, WILL –4
MOVEMENT: 3 M/20 M/5 KM; FLYING 15 KM/HR
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (JUMP) +3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT +4
SPECIAL ABILITIES: CAMOUFLAGE, EXTRAORDINARY SENSE (ECHOLOCATION), FLYING, INVULNERABLE (SANDBAT TOXIN), NATURAL WEAPONS (FANGS 1D6–3), SPEED (FLYING), TOXIN (INJECTION, ONSET: 1D6 ROUNDS, POT. ±0, DIAG. ±0, TREAT ±0, EFFECT –1 VIT, 1 STAGE, 2ND EFFECT: NONE)
TN EQUIVALENT: 5 (6)

Description

Environment: Sand bats are nocturnal predators indigenous to the tectonically active crystal deserts of Manark IV. These strange little creatures are relatively low on the food chain and, to protect themselves, they have adapted a unique protective routine. Specifically, sand bats produce a neurotoxin that, when exposed to air, becomes sticky like a kind of glue. After hunting, the sand bat licks its wings and grooms itself to cover its body and head in this sticky toxin, which hardens into a rock-like shell. The net effect is that, by the end of the process, the flock appears as a collection of small rocks lying on the ground.

When they hunt, the sand bat's normal prey consists of small, hopping insects and lizard-like creatures. They only attack larger prey if disturbed. Their poisonous bite injects a paralytic neurotoxin capable of causing nausea and numbness in humanoids, though it is rarely fatal. Unfortunately, these animals attack in groups, the initial attack by one bat alerting the rest of the swarm to danger.

Behavior: Sand bats spend the day sleeping in whatever shade they can find, coming out at night to hunt. Then, they are

distinguished by impressive leaps followed by long glides as they search for food or possible nesting sites for next day's rest.

Their most impressive behavior occurs during the mating period in the rainy season. Then, swarms of the bats awaken at sunrise and sunset and rise into the air in great clouds that refract and shine as they perform a complicated mating dance. The 'winners' of the dance entangle themselves in a jumble of wings and legs and plummet towards the ground. Often, the impact stuns the mating pair and they lay there, semi-conscious, for several hours. This is when exobiologists have been able to safely collect specimens for study.

The mating rituals are of note because, removed from their native desert environment into a more water-rich one, sand bats become prolific. A typical pod of 100 sand bats can double their population in as little as three days if left without natural predation or the rigors of desert life. Fortunately, water can also be anathema to sand bats, as too much water will overwhelm their desert-evolved system and drown them.

Encounters

Sand bats are native to most of the deserts on Manark IV, though they could be encountered elsewhere in the galaxy. An enterprising Ferengi merchant mistook some stunned bats for unusual crystals and tried to sell them offworld. Once the bats awakened, the startled customers simply discarded them. The bats proved to be effective predators in a number of environments and an ecological danger before Federation officials helped solve the situation. Starfleet Medical believes the sand bats' paralytic neurotoxin could be synthesized into a local anesthetic, and plans to send an exobiology team to collect live specimens.

SARK

An animal analogous to the Terran horse and used for many of the same purposes throughout Klingon history, the *sark* has a decidedly canine appearance. Noted differences are the three toes on the *sark*'s feet, the elongaged snout, and scaled plates that cover the *sark*'s head, shoulders and sides (which are used primarily in heat regulation). Also, unlike Terran horses, the *sark* possesses sharp teeth used in tearing apart meat, which they eat irregularly.

Creature Statistics

Form: Animal
Diet: Omnivore
Feeding Habits: Grazer
Size: Large (2.7 m tall)
Attributes: STR 10 (+2), INT 1 (–3), AGL 4 (±0), VIT 8 (+1), PRE 0 (–6), PER 3 (–1)
Reactions: Quik +1, Savv –1, Stam +3, Will +1
Movement: 9 m/60 m/15 km; running 30 km/hr
Lifting/Carrying Capacity: 200 kg max (20 kg oral)/50 kg light
Defense: 7
Health: 10
Wound Levels: 8 (2 levels healthy)
Skills: Athletics (jump, run) +2, Observe +2, Survival +6, Unarmed Combat: natural weapons +3
Special Abilities: Armor (scaled plates, deflects 5 damage), Ferocious (defense), Natural Weapon (hooves 2d6+2, teeth 1d6+2), Speed (running)
TN Equivalent: 5

Description

Environment: It is not known precisely where the *sark* originated—Klingon legends claim they sprang full-formed from the blood of a slain god. Wherever Klingons traveled, however, they did so on the backs of *sark*. Seemingly bred for conflict, the *sark* thrived across *Qo'noS*, from its plains to its volcanic mountains, and, often, even beyond. *Sark* can be found wherever Klingons have colonized, usually in the stables of wealthy House lords and farmers.

Its three-toed feet are best suited for mountain riding and they are more sure-footed than most quadrupeds. They make terrible swimmers though, as the plates on their upper torso tend to unbalance the *sark*.

Behavior: In both song and verse, *sarks* have been used as metaphors for the Klingon soul. The *sark* is primarily a grazer, feeding on anything it can find—*rokeg*, *tika* roots, *gagh*—but are as capable of consuming meat. Unlike the typical grazer, *sark* are anything but slow moving or passive; like all wildlife on *Qo'noS*, the *sark* must be able to contend with the harsh environment.

Left to their own devices, they are aggressive, short-tempered, and tenacious, particularly when guarding their herd and territory. In captivity, Klingons found that there is no process of true "domestication" with *sarks*. Either a *sark* allows a rider or it won't. Once a *sark* has bonded itself to a rider though, they make a formidable pair. Klingon and *sark* act as one, terrible to see in war and nearly unstoppable on the battlefield. The two remain together until either the *sark* or its rider makes the journey to *Sto-Vo-Kor*. (In order to determine whether a *sark* bonds to a character, make a Perception attribute test for the creature, with the TN equal to the character's Presence.) Stories of the hero Kor'Cha and his faithful *sark* Tagros are popular among Klingon children.

Sarks used as beasts of burden typically come from among those who are either too old to fight or who have been exiled from the herd for one reason or another.

Encounters

Unfortunately for most, the closest they will ever come to riding a *sark* is inside a holosuite. Real *sarks*, however, can be found on most Klingon colony worlds and, of course, on *Qo'noS* itself. There, though their numbers are lower than in antiquity, they are still treated with respect and used in impressive races and battle contests taking place throughout the year. The largest of these spectacles is Qui'nos, the Festival of 3-toes, which takes place on Muraka VII. There, the finest of the *sark* breed are displayed and raced on a six-day endurance run across a number of terrains. The winners and their riders are then pitted in several gladiatorial contests for a second six days punctuated by extravagant celebrations. Finally, visitors might see a Klingon lord surveying his lands or hunting from the back of his *sark* or stumble on a herd while camping on the Klingon homeworld.

SEHLAT

Although it has been described as "a teddy bear with six inch fangs," the Vulcan *sehlat* most closely resembles a bear-sized (up to 2.5 meters long, and 350 kilograms) Earth bobcat. Besides the fangs (which do draw the attention of onlookers), the *sehlat*'s most distinctive features are its delicate, tufted ears. *Sehlat* (the word is both singular and plural) usually run on all four legs, although they can stand upright or sit back on their haunches if need be—usually to reach food. *Sehlat* fur ranges from dusty gray to bright tawny gold, usually in a dappled or mottled scheme; it is an excellent insulator against the bright heat (and stark cold) of the Vulcan high desert.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVOROUS
FEEDING HABITS: CHASER
SIZE: MEDIUM (2M LONG)
ATTRIBUTES: STR 11 (+2), INT 6 (±0), AGL 12 (+3), VIT 13 (+3), PRE 8 (+1), PER 12 (+3)
REACTIONS: QUIK +5, SAVV +1, STAM +6, WILL +7
MOVEMENT: 10
LIFTING/CARRYING CAPACITY: 220 KG
DEFENSE: 10M/60M/19KM
HEALTH: 15
WOUND LEVELS: 5
SKILLS: ATHLETICS (JUMP) +3, CLAWS +5, FANGS +4, OBSERVE (LISTEN) +5, STEALTH +2, SURVIVAL (DESERT) +4
SPECIAL ABILITIES: CAMOUFLAGE, EVASION, FEROCIOUS (PROTECTING MATES OR FAVORED VULCANS), MULTIPLE ATTACKS 2 (CLAW-CLAW-BITE), NATURAL WEAPONS (CLAWS, 2D6+4; FANGS, 3D6+4), SKILL FOCUS (KEEN HEARING, KEEN SMELL).
TN EQUIVALENT: 10

Description

Gray-to-gold furred quadruped with long fangs; 1-2.5 meters long, 70-350 kg mass.

Environment: *Sehlat* are native to the scrub mountains and hardy forests of Vulcan's temperate zones, but have adapted to life in all but the harshest of Vulcan's tropical deserts. *Sehlat* paws are tough and malleable, able to expand to support the beast on shifting sands, but also capable of running over sharp volcanic rocks without being sliced up. *Sehlat* eyes possess the nicitating membrane common to most higher life forms on Vulcan; *sehlat* ears are keener even than most Vulcans', to make the most of the thin air.

Behavior: *Sehlat* are omnivorous, using their claws and fangs to uproot *cir-cen* cacti or to chew through tough *gespar* rind more often than to fight off foes or bring down living prey. In the wild, *sehlat* prefer to dig burrowing mammals out of their warrens and feast on the trapped beasts rather than the hot, tiring work of hunting more elusive game. However, the vast majority of *sehlat* on Vulcan are domesticated pets, and live on prepared nutrients or vegetables with no discomfort or ill health. Both domestically and in the wild, *sehlat* live in packs but often hunt individually; *sehlat* mate for life, which usually lasts 70 or so years. Primitive Vulcans trained and bred the *sehlat* as guard animals and coursing hunters; even on modern Vulcan, *sehlat* of those old lines (usually attached to equally old Vulcan families) combine fierce loyalty and sharp hunting skills found in few creatures on or off the planet.

Encounters

An episode involving a *sehlat* is likely to use it as narrative color, to establish the personality of its Vulcan master. *Sehlat* and their owners often share a certain empathic link, even more so than Earth pets and their owners. (True psionic abilities, however, are rare in *sehlat*.) Unlike modern Vulcans, *sehlat* do not abide by codes of logic and emotional restraint; a careful observer may notice a *sehlat* displaying emotions its master would prefer to hide. If the *sehlat* is the prime mover of an episode, it can play a role analogous to the faithful dog in any number of tales from *Old Yeller* to *Lassie* to *Call of the Wild*. A threat to a beloved *sehlat* (either a kidnapping for ransom, harm during an intrusion, or theft for breeding purposes) might cause Vulcan characters to examine assumptions about logic and emotion that often break down in pet owners.

SKIN FROG

Skin frogs appear as small, elongated creatures with short front legs, longer back legs, splayed feet, and wide, triangular heads. They lack eyes, instead relying on their ability to detect heat to navigate their environment, and their mouths consist of a ring of sharp teeth under their heads. In their natural habitat they are faint, sickly green in color with a mottling of brown and pink.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: PARASITE
SIZE: TINY (8 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 2 (–2), AGL 5 (±0), VIT 4 (±0), PRE 0 (–6), PER 2 (–2)
REACTIONS: QUIK ±0, SAVV –2, STAM ±0, WILL –3
MOVEMENT: 30 CM/2 M/250 M
LIFTING/CARRYING CAPACITY: N/A
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 2 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) +7, STEALTH +6, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: CHAMELEON (+3 STEALTH (HIDE, SNEAK)), DRAIN (PERSPIRATION, –1 FATIGUE), EXTRAORDINARY SENSE (INFRARED SENSE), NATURAL WEAPONS (MOUTH 1D6)
TN EQUIVALENT: 10

DESCRIPTION

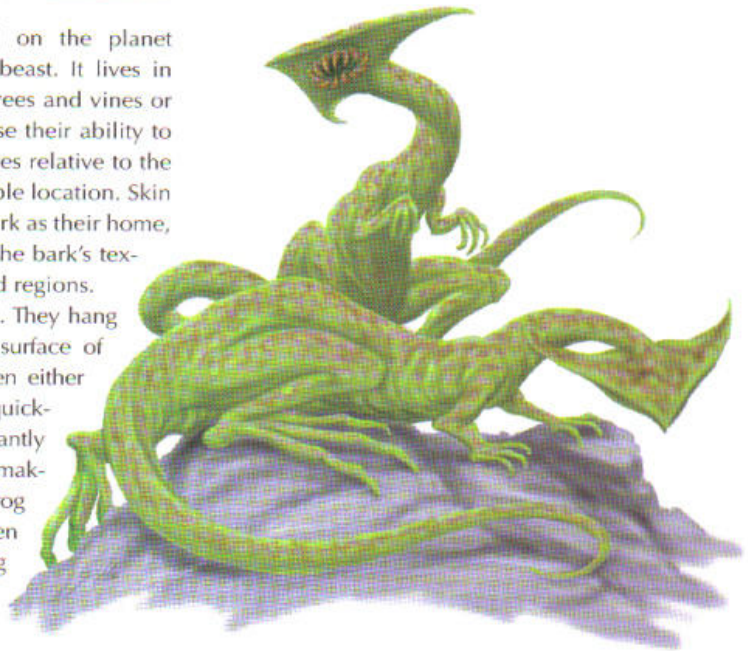
ENVIRONMENT: First discovered on the planet Minos, the skin frog is an unusual beast. It lives in swamps and the forests, clinging to trees and vines or swimming through the water. They use their ability to sense heat sources to orient themselves relative to the sun, climbing upwards to find a suitable location. Skin frogs often select trees with thinner bark as their home, because their skin can better match the bark's texture. They prefer warmer, more humid regions.

BEHAVIOR: Skin frogs are parasites. They hang tree limbs or vines, or float on the surface of water, waiting for victims to pass, then either drop down or cling to their prey. They quickly move to exposed flesh, and instantly blend in to match the host's skin color, making them difficult to detect. The skin frog is so light that its attack is often mistaken for a falling leaf. Once the skin frog makes contact, it begins to feed by absorbing the nutrients the host body expels as perspiration. In other words, it lives off the nutrients and minerals produced by physical activity.

The skin frog absorbs perspiration through its skin. In some animals, this causes weakness and fatigue, as the skin frog absorbs nutrients more quickly than the body can actually push them out. When the skin frog feeds by making a Drain attack, the victim must make a Stamina test as though they suffered from fatigue. With a failed test, the victim drops to the next fatigue level. Thus, even while engaging in relaxed activities, the target loses fatigue levels and suffers from the associated penalties. A character could collapse from exhaustion in a matter of minutes, despite his or her actual level of activity. Skin frogs are not aggressive, and prefer to siphon off nutrients in peace. If the target attempts to dislodge it, the creature attacks with its wide, circular mouth.

ENCOUNTERS

Because Minosian civilization was destroyed by its own automated weapons systems, few people have visited the planet, and the skin frog has remained undiscovered. Travelers to the planet, particularly the swamps and jungles, could inadvertently carry these creatures off-world. Their ability to blend in with their host's skin, and their effect on a character's fatigue could lead doctors to suspect some kind of alien disease. Additionally, the skin frog makes a unique kind of weapon useful to rogues and assassins—one that incapacitates its target without the use of easily detectible drugs. It may be possible that the Minosians themselves marketed skin frogs to off-world traders for this very purpose.



SMOG WASP

Smog wasps have cylindrical segmented bodies, multiple legs (smog wasps have two sets, both below the waist), a triangular head, feelers, and translucent wings. They range between ash gray and black in color.

CREATURE STATISTICS

FORM: ANIMAL
DIET: MINERALS (CARBON MONOXIDE)
FEEDING HABITS: FILTER
SIZE: SMALL (1 METER LONG)
ATTRIBUTES: STR 2 (–2), INT 0 (—8), AGL 5 (±0), VIT 2 (–2), PRE 1 (–3), PER 2 (–2)
REACTIONS: QUIK ±0, SAVV –2, STAM –1, WILL –3
MOVEMENT: 6 M/40 M/10 KM
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4 LEVELS
SKILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) +2, STEALTH +1, SURVIVAL +3, UNARMED COMBAT: NATURAL WEAPONS +1
SPECIAL ABILITIES: ABSORPTION (TOXIN), FLYING, INVULNERABLE (TOXIN), NATURAL WEAPON (WINGS, DAMAGE 2D8–2)
TN EQUIVALENT: 5

DESCRIPTION

Originally found on Gideon, these creatures have since spread to several other worlds. The creatures spend most of their time flying about, filtering the air through their bodies to feed on pollution. They absorb carbon monoxide from the air, and smog wasps are useful on heavily populated and industrialized worlds. The creatures are so well suited for this task that some researchers suspect they were genetically designed for the job, though no one has claimed credit for them. On rare occasions, smog wasps become disoriented and fall to ground level; these can become dangerous to humanoids in their confused state. They attack by buffeting victims with their wings.

SPAWN BEETLE

An ebon-colored beetle known for its unusual song and usefulness as a pollinator, spawn beetles possess an iridescent shell and barbed legs. The legs are hollow and used to produce an unusual chirping that has a profound effect on other species.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: TINY (10 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 5 (±0), VIT 0 (–6), PRE 10 (+2), PER 4 (±0)
REACTIONS: QUIK +3, SAVV +2, STAM –6, WILL –4
MOVEMENT: 30 CM/2 M/250 M; FLYING 375 M/HR
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 2
SKILLS: ATHLETICS (RUN) +1, INFLUENCE +6, STEALTH +5, SURVIVAL +6, UNARMED COMBAT (NATURAL WEAPON) +4
SPECIAL ABILITIES: BURROWING (EARTH), EXTRAORDINARY SENSE (CHEMORECEPTION), FLYING, LURE (X8), NATURAL WEAPON (PINCERS 1D8–4)
TN EQUIVALENT: 10 (SWARM)

DESCRIPTION

ENVIRONMENT: Spawn beetles originate in the temperate plains of Ku on the planet of Rilka in the Delta Quadrant. There, swarms of the creatures can be heard singing at night, luring prey to them. They became known as the *pil-feh* or death singers in the local tongue. In later years, after the inhabitants of Rilka discovered ways to control the spawn beetle population, these singing insects were deliberately used as entertainment, as their night song had the effect of stimulating certain emotional responses in all humanoids.

BEHAVIOR: Spawn beetles tend to be most active in a temperate climate at night. There, they move as a unit, searching for food to devour. The swarm spreads out over a small area and begins to "sing" by forcing air through specialized tubes in their legs. This singing activates sections of the lateral hypothalamus (or related equivalent in other species)—that section of the brain that deals with pleasure. Affected animals (and humanoids are affected as well) are attracted by this lure and approach the area. Once in range the swarm envelops its victim and feeds. Once feeding begins, the lure effect halts immediately and stronger animals have been known to pull free with relatively little damage. Weaker or younger quarry have much more difficulty, however, and are usually overwhelmed by the feeding frenzy.

Interestingly, this "pleasure lure" is not reproducible. People listening to recordings of spawn beetles song find it interesting but don't feel the intense pleasure and overwhelming need to find the source of the sound that most victims report. This has led some scientists to conclude that sound is only a part of the

lure. Because of the effect the beetles have on humanoids, they are sometimes kept as pets by the elite of Rilka and often offered as gifts between prospective lovers.

During the wintertime, the spawn beetles die off, leaving eggs in the ground to hatch later in the year. Their mineral-rich corpses form rich fodder for both the eggs and local plant-life and the places where swarms die in the winter become exceptionally fruitful in the springtime.

Encounters

As superb pollinators and "gardeners" (their constant eating of dead vegetation is healthy for plants), the inhabitants of Rilka have exported spawn beetles to a number of planets in the Delta Quadrant. Some cultures snack upon them as a delicacy. A few infamous "pleasure" palaces have found unique ways to use spawn beetles to entertain guests with their song. Some of the less savory of these establishments have used the same beetle song to lure customers to an untimely death. Finally, as these beetles have proven to be popular gifts among the upper class, they are often sold by unscrupulous merchants, who neglect to mention to their customers the more embarrassing side-effects of the beetle's song.

TALARIAN HOOK SPIDER

With half-meter long legs and mottled stone-colored skin, this silicate spider presents a horrific appearance. This creature lacks a discernable face, devoid of apparent eyes or mandibles. Its gaping mouth ringed by sharp teeth is located on its underbelly; when the Talarian hook spider rears up, it looks like an upraised palm with a gnashing, gaping hole in its center. The front two of its eight legs consist of two hooked claws, which it uses to grab onto prey.

CREATURE STATISTICS

FORM: MINERAL
DIET: ENERGY, CARNIVORE
FEEDING HABITS: GATHERER
SIZE: LITTLE (30 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 1 (–3), VIT 4 (±0), PRE 0 (–6), PER 2 (–2)
REACTIONS: QUIK –2, SAVV –6, STAM ±0, WILL +1
MOVEMENT: 1 M/7 M/2 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 3
SKILLS: ATHLETICS (CLIMB) +1, OBSERVE +3, STEALTH +2, SURVIVAL +7, UNARMED COMBAT (NATURAL WEAPON) +2
SPECIAL ABILITIES: ABSORPTION (HEAT), CORROSION (ONSET: 1D6 DAYS, POT. +1, 2D6, METALS AND PLASTICS)*, DRAIN (HEAT, DRAINS 1 VIT.), INVULNERABILITY (HEAT), INVULNERABILITY (HOOKSPIDER CORROSIVE WEBBING), MINERAL BODY, NATURAL WEAPONS (HOOK CLAWS 1D6–3), TRAP-BUILDING (WEBBING)
TN EQUIVALENT: 5

Description

Environment: Found on Talaria IV, these bizarre silicate creatures originate among the lava vents of Krutt, formed by the nearby Monlynne volcano. An ingenious method of heat regulators and the ability to drain heat from others allows the spider to acclimate to less suitable (for silicates) climates. While they prefer, in general, volcanic territory, they have adapted reasonably well to urban life. The lack of natural predators combined with the abundance of heat in technological societies has allowed them to thrive in non-volcanic environments. They infest heat ducts, electroplasma conduits, and fusion reactor plants, making them a danger in technologically advanced societies.

Hook spiders cannot survive in any kind of cold environment and even a mild winter can devastate any non-volcanic population.

Behavior: Talarian hook spiders are thermovores—they derive much of their energy requirements by absorbing heat. In volcanic temperatures they are quite active, on par with other arachnids. In climates more conducive to carbon life, however, they tend to be more sluggish unless startled.

Other than heat, hook spiders require certain trace minerals to survive. Generally, in urban environments, this comes from insects that they catch in fine crystalline mesh webs. Unlike that of other arachnids, this webbing is not strong, designed more to collapse around the insect and trap it temporarily. The hook spider then uses its large, curved claws to drag the col-

lapsed web towards itself and methodically devour both the web and its contents.

Typically, hook spiders keep to themselves. If startled or disturbed, by a suddenly opened access panel, for example, the spiders retreat to a dark corner or deeper into electrical circuitry. But if cornered, they usually attack with their hooks and stinging bite.

Encounters

Beyond the lava vents of their homeworld, Talarian hook spiders are sometimes encountered in Jeffries tubes, behind access panels, or in cramped conduits, where they nest near sources of heat.

The hook spider's webbing tends to disrupt delicate isolinear technology found near their heat sources. This typically appears as a series of random glitches and power interruptions, as the hook spiders webbing corrodes circuitry over the course of 1d6 days. Given enough time and energy, both of which may be plentiful in a starship environment, the hook spider's webbing inevitably melts and fuses with isolinear circuitry, mandating its immediate replacement.

Description

Despite their high-strung *behavior and fussy tendencies, Tarchee* cats are the favored pets of the Nechisti Order of monks on Nechani. *Tarchee* cats are psychically sensitive, able to sense the presence of the paranormal, such as supernatural entities like the Ancestral Spirits of Nechisti or the use of psionic powers. The cats display a range of reactions in these circumstances, from becoming agitated or attracted to staring wide-eyed at apparent nothingness.

Though most commonly found in the company of Nechisti monks, *Tarchee* cats have been known to turn up among places strong in psychic or other unusual energies. The monks of Nechani claim this ability can be used to find places of spiritual power.

TARCHEE CAT

Though undeniably feline, these furless, heavily wrinkled cats have a significantly sharper, more angular face and larger eyes than a Terran cat.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: SMALL (1.6 M LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 5 (±0), VIT 0 (–6), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –3, WILL –4
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (JUMP) +3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: EXTRAORDINARY SENSE (PSIONIC SENSITIVITY), NATURAL WEAPONS (CLAWS 1D6–3)
TN EQUIVALENT: 5

TARG

Targs are one of the most well-known animals originating from the Klingon homeworld of Qo'noS. These porcine creatures have thick, bristly hides with spikes jutting from their back along their spines. A pair of wicked tusks jut out from their snouts, vaguely reminiscent of a Terran boar.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: GATHERER
SIZE: MEDIUM (1.6 M LONG)
ATTRIBUTES: STR 6 (±0), INT 1 (–3), AGL 1 (–3), VIT 4 (±0), PRE 0 (–6), PER 3 (–1)

REACTIONS: QUIK –1, SAVV –1, STAM ±0, WILL +1
MOVEMENT: 8 M/10 M/40 KM
LIFTING/CARRYING CAPACITY: 120 KG MAX (12 KG ORAL)/30 KG LIGHT
DEFENSE: 4
HEALTH: 4
WOUND LEVELS: 5
SKILLS: ATHLETICS (RUN) +2, OBSERVE +3, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +3
SPECIAL ABILITIES: ARMOR (TOUGH HIDE, DEFLECTS 3 DAMAGE), FEROCIOUS (ATTACKING), NATURAL WEAPON (TUSKS 1D6)
TN EQUIVALENT: 5 (8)

Description

Environment: *Targs* prefer to live in a cooler, dryer climate commonly found on *Qo'noS'* mountain ranges, though Klingons have introduced them to many other environments as well. Herds of *targ* scamper among rocky outcroppings and high slopes much like Earth's mountain goats. Primarily flesh eaters, they root around for insects and small rodents but can stomach eating vegetation if necessary.

To the Klingons, these nasty creatures serve many purposes, from meal to pet to guardian. Heart of a *targ* is a traditional Klingon dish, often consumed at important events such as the Klingon Day of Honor. Most Klingon weddings have at least one *targ* sacrifice planned before the wedding feast, more if the party is large. Tallow made from *targ* shoulders is used in fashioning proper *var'Hama* candles.

Behavior: *Targs* are best known as vicious and ill-tempered animals. They congregate in small herds and migrate annually between favored feeding grounds, which they defend viciously against intruders. When rooting for food *targ* herds have been known to uproot trees in their enthusiasm. They frequently sharpen their tusks on rocks, and deep gashes in stone are a sure sign a herd has passed by. If they are disturbed, they prefer to defend themselves and their territory, making them excellent guard animals; *targs* do not give up easily, no matter the size of their opponent, and many Klingon hunters have been gored by a charging *targ*.

Encounters

The *targ* can be found wherever Klingons go. On board their starships, *targ* herds provide freshly slaughtered nourishment (and several cargo holds are typically used as corrals). On Klingon colony worlds, *targ* herding is a common profession and wild *targs* are introduced to the environment to provide hunters with game. More tradition-minded Klingon commanders use *targs* as watch animals, often forming *targ* patrols consisting of a single animal and two handlers. Apparently, among Klingons, the *targ*'s destructive antics are perfect for growing warriors and many young Klingons keep *targs* as pets.

On *Qo'noS*, *targ* hunting is a favored pastime. Visitors to the Klingon homeworld can participate in one of these hunts, though engaging the services of a qualified guide is recommended. Similarly, campers traveling to the mountains may encounter a herd of *targ*, and are advised to move on.

One enterprising Ferengi merchant attempted to keep a herd of *targ* on board his ship to sell to Klingon deep-space scouts. Unfortunately, he had little experience dealing with the animals and a number of them escaped their pen and ran rampant along the ship's corridors. Several days later, a Klingon cruiser came across the ship and after assessing the situation, the Klingons rescued the thoroughly embarrassed Ferengi and took the merchandise off his hands. The Ferengi's story became the inspiration for the 'Ballad of the 4-lobed Ferengi' drinking song.

Targhee Moonbeast

Targhee moonbeasts are known for possessing two distinct forms. The first is a short-snouted, furred marsupial-like creature with wide moon-like eyes and grasping hands. The second form, which occurs during certain conjunctions of the Targhee moons, is that of a long vulpine face with vicious teeth, clawed hands, and slitted silver-colored eyes.

Creature Statistics

FORM: ANIMAL
DIET: HERBIVORE/CARNIVORE
FEEDING HABITS: GATHERER/CHASER (FULL MOON ONLY)
SIZE: SMALL (1.75 M LONG)
ATTRIBUTES: STR 5 (±0), INT 1 (–3), AGL 5 (±0), VIT 0 (–6), PRE 1 (–3), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +3, WILL +1

When the Targhest IV's moons begin moving into alignment (which occurs twice a year), their behavior changes. First, the sleeping habits of the moonbeast shift gradually from daytime activity to nocturnal. Next, their feeding habits change from herbivorous to carnivorous and they become more aggressive. During the three-day alignment of the planet's moons, the moonbeast actually shifts its form and it is at this stage that they are at their most dangerous. In full "moon form," the small pack hunts together, working to bring down larger prey. They develop the ability to see into the ultraviolet spectrum, allowing them to hunt effectively at night. Because they consume more energy-rich sources of protein, they have the capacity to chase down their prey and they don't give up easily. They hunt anything that strays into their path, in particular their favorite food—the Targhee cheetah.

Finally, during this period, in order to coordinate their activities they possess a sophisticated form of communication. The famous braying of the Targhee moonbeast can be heard for miles and most humanoids find the sound eerie and unnerving.

MOVEMENT: 3 M/20 M/5 KM; RUNNING 10 KM/HR
LIFTING/CARRYING CAPACITY: 100 KG MAX (10 KG ORAL)/25 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (CLIMB) +2, OBSERVE +3, STEALTH +1, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: EXTRA FORM (MIMICRY, LIMITED TO ONE FORM), EXTRAORDINARY SENSE (ULTRAVIOLET VISION)*, FEROCIOUS (MOON FORM)*, NATURAL WEAPONS (CLAWS 3D6, FANGS 2D6)*, SPEED (RUNNING)*
* ALL OF THE MOONBEAST'S SPECIAL ABILITIES REFER TO ITS 'MOON FORM' ONLY.
TN EQUIVALENT: 10 (4)

Description

Environment: Originating on Targhest IV, exobiologists believe these creatures to be the result of genetic experimentation intended to remake beasts from Targhee legend. Although the true origins of these animals are lost to history, the moonbeasts form a vital part of the Targhest ecosystem.

Moonbeasts prefer to live in a tropical environment, though a subspecies is known to exist in temperate climes. They are equally at home on the ground and in trees. Moonbeasts make common prey for some of the larger animals in Targhest's jungles, notably the Targhee cheetah. In "moon form," however, these creatures play a pivotal role in keeping down the population of jungle predators.

Behavior: The Targhee moonbeast's behavior is tied closely with the cycle of Targhest's three moons. Throughout the year, moonbeasts are diurnal gatherers. Because they spend time and energy searching for and consuming particular nuts and roots, they migrate in small packs. Moonbeasts are not especially territorial and they keep to themselves, preferring to take flight in tall trees.

Encounters

The Targhee moonbeast is most often encountered in the jungles of Targhest IV. Safaris to the region are a popular tourist attraction. Occasionally, a pack of moonbeasts descends upon a neighboring settlement while in moon form, requiring hunters to put them down. The worst incident involving these creatures took place when an escape pod crashed into the jungle during a lunar alignment; no survivors were located.

Because of the fascination with the moonbeast's polymorphic form, several have been shipped off to a number of zoos on those planets where such entertainments are enjoyed. Outside of their natural habitat, however, moonbeasts exhibit none of their shape-changing tendencies and end up living a greatly abbreviated lifestyle. There are exceptions to this, though—under certain gravitic conditions, the moonbeast's unusual physical condition may assert itself.

TARKALEAN CONDOR

Very similar to the extinct European vulture of Earth, the Tarkalean condor has drab plumage, a long, thin neck, a cruelly-hooked beak, and an enormous wingspan (better than 4 meters). Its body, by contrast,

is small (1 meter long), plump, and stocky, with two ungainly but strong double-jointed hind legs that emerge from the condor's back and fold up on the side in flight. Individual condors may have colorful wattles or crowns of loose skin resting off center on their nearly-bald heads. Only in flight does the Tarkalean condor appear graceful.

CREATURE STATISTICS

FORM: **ANIMAL**
DIET: **MEAT, EGGS, AND CARRION**
FEEDING HABITS: **POUNCER/SCAVENGER**
SIZE: **MEDIUM (4M WINGSPAN)**
ATTRIBUTES: **STR 7 (±0), INT 2 (–2), AGL 8 (+1), VIT 6 (±0), PRE 6 (±0), PER 8 (+1)**
REACTIONS: **QUIK +1, SAVV +1, STAM +4, WILL –1**
MOVEMENT: **FLYING 20M/140M/33KM**
LIFTING/CARRYING CAPACITY: **140 KG**
DEFENSE: **8**
HEALTH: **6**
WOUND LEVELS: **5**
SKILLS: **ATHLETICS (FLY) +4, STEALTH +1, SURVIVAL (MOUNTAINS) +3, BEAK +2**
SPECIAL ABILITIES: **FLYING, NATURAL WEAPONS (BEAK, 1D6+3)**
TN EQUIVALENT: **5**

DESCRIPTION

ENVIRONMENT: Native to the mountainous valleys of Tarkalea, the Tarkalean condor prefers catching updrafts of warm air as they tear through the ravines and past the cliffs of that young world. Tarkalea is still undergoing major tectonic, volcanic, and geologic changes; its mountainsides are craggy, steep, and sharp. Tarkalean mosses, lichens, ferns, and furzes possess astonishing nutritive value, and support a seemingly impossible animal-heavy ecology wherever they grow. Avian life has evolved far ahead of other life on Tarkalea, with over 172,000 species of birds and bird-analogs known to surveys—xenobiologists theorize that only in the normally-precarious air is there enough evolutionary competition and pressure to force rapid change and species development.

BEHAVIOR: In this environment, the Tarkalean condor survives on size, flying ability, and meanness. Tarkalean condors will gladly eat the eggs of other birds, and even the young hatchlings if they can. More usually, they dine on carrion from other birds' kills, or on Tarkalean sheep (actually a kind of feathered tapir) that fall off the mountainsides during storms or cyclones. With the great lift of their wings, even while gliding Tarkalean condors can stay aloft longer than most birds; this lets them take the advantage in contests over fresh corpses or prime nesting spots. They primarily strike with their beaks, using their talons to place and balance particularly choice carrion on their backs.

ENCOUNTERS

Tarkalean condors are large, stupid, and aggressive enough to pose potential problems for aircraft operating in the Tarkalean skies. Shapeshifters wanting a strong, powerful flier might consider this as a form, if they don't mind looking bad. A Tarkalean condor might also pick up some shiny, but vital, object for its nest, requiring either difficult mountaineering (amid tectonically unstable crags) or very tricky pinpoint transporter work to get to a peak-top nest and retrieve the dilithium defibrillator before Momma Condor comes back.

TARKALEAN HAWK

Uncannily resembling an Earth hawk, the Tarkalean hawk shares the characteristic swept wings, paler "hood" of feathers, independent eyes, cruel talons, and brownish plumage of its Terran analog. Around half a meter in length and wingspan and 3 kilograms in mass, the Tarkalean hawk is a compact, but deadly, raptor.

CREATURE STATISTICS

FORM: **ANIMAL**
DIET: **SMALL ANIMALS**
FEEDING HABITS: **POUNCER**
SIZE: **LITTLE (.5M LONG)**
ATTRIBUTES: **STR 2 (–2), INT 3 (–1), AGL 10 (+2), VIT 3 (–1), PRE 2 (–2), PER 9 (+1)**
REACTIONS: **QUIK +5, SAVV +1, STAM –1, WILL –1**
MOVEMENT: **FLYING 35M/220M/66KM**
LIFTING/CARRYING CAPACITY: **4 KG**
DEFENSE: **9**
HEALTH: **1**
WOUND LEVELS: **3**
SKILLS: **ATHLETICS (FLY) +2, OBSERVE (SPOT) +5, STEALTH +4, SURVIVAL (PLAINS) +3, TALONS +4**
SPECIAL ABILITIES: **FLYING, NATURAL WEAPONS (TALONS, 1D6+2), SKILL FOCUS (KEEN SIGHT)**
TN EQUIVALENT: **5**

DESCRIPTION

Brownish avian raptor; .5 m long, 3 kg mass.

ENVIRONMENT: Native to the avian paradise of Tarkalea, the Tarkalean hawk is a favorite of aristocrats, hunters, and bird fanciers on many surrounding worlds. Tarkalean hawks must be raised from infancy on a given planet to adjust to air pressure, trace atmospheric elements, magnetic field differences, and so forth, or else they will go off their feed and languish. Hence, a lucrative market in smuggling eggs and fledglings off Tarkalea draws Orions, Ferengi, and other species eager to "spread galactic biodiversity"

and earn a nice payday doing it. Basically an efficient predator, the Tarkalean hawk often adapts too well to new worlds, killing valuable biopesticidal shrews or earth-turning "nitrate voles" on agricultural planets.

Behavior: Like Earth hawks, the Tarkalean hawk hovers high over the ground seeking a small, moving target and then dives on it at ferocious speed, snatching the prey up in its talons and returning to its perch to consume it. Tarkalean hawks mate only during mating season, and do not prefer any given mate the next year. Combined with their wide potential range, this leads most subspecies of Tarkalean hawk to interbreed, reducing the risk of genetic drift or overspecialization. This also means that owners who want happy Tarkalean hawks in their mews need to obtain at least a dozen of each sex.

Encounters

Although wild Tarkalean hawks pose little or no realistic threat to any landing party, it is not impossible for a deranged trainer to teach Tarkalean hawks to attack Humans (or Andorians, or Romulans, or whatever). Such attacks would have to involve poison spurs on the hawk's talons, shrinking the target down to the size of a rat (which would also avoid the need for training), or some other means of evening the odds between a 3 kilogram bird and a 80 kilogram humanoid. Conscientious Starfleet officers will likely run across contraband Tarkalean hawks on any of dozens of worlds; removing them will possibly offend local dignitaries as well as killing the bird in question (by now fully acclimated to its incorrect planet)—leaving them alone might do untold damage to the world's ecosystem.

Tarkassian Razorbeast

The body of this lithe predator resembles a very large (6 meter long) Earth wolverine, covered in glossy brown fur. However, like much of the mammalian life on Tarkas IX, the razorbeast has large, batlike wings (around a 5 meter span) just behind its shoulders, secured with an enormous knot of supercharged muscle (the "second heart") and capped with blowholes for extra aeration. (Non-winged higher life forms on Tarkas IX are hexapodal, with six limbs.) Its wings are covered with shorter fur and studded with razor-sharp metallic spines extruded from the creature's spinal column and pterotarsal bones. Even with relatively light bones and its long, cartilaginous tail and "sternal keel" providing stabilization, this 500 kilogram creature can not actually fly, but rather leaps into a long glide.

Creature Statistics

Form: Animal
Diet: Fish and small animals
Feeding Habits: Pouncer
Size: Large
Attributes: STR 15 (+4), INT 3 (–1), AGL 8 (+1), VIT 9 (+1), PRE 10 (+2), PER 7 (±0)
Reactions: Quik +4, Savv ±0, Stam +4, Will ±0
Movement: 20m/130m/36km (running), 10m/66m/18km (gliding)
Lifting/Carrying Capacity: 300 kg
Defense: 8
Health: 13
Wound Levels: 8 (2 levels healthy)
Skills: Athletics (jump) +8, Claws +3, Observe (spot) +3, Stealth +4, Survival (mountains) +3, Wing Slash +4 (males only)
Special Abilities: Ferocious (protecting cubs, during mating season), Flying, Natural Weapons (Claws, 1D6+2; Wing Spines, 2D6+2 (males only)), Resistance (metal poisoning)
TN Equivalent: 15

Description

Brown-furred, four-legged predator with large spiny wings; 6 m long, masses 500 kg.

Environment: The razorbeast is uniqely suited for life in the lush, warm mountain forests of Tarkas IX, a light gravity world with an anomalously thick atmosphere due to a very energetic magnetosphere. This magnetosphere increases the charged-metal content of the air (and, hence, the water and plant life). Most of the lower life forms on Tarkas IX can metabolize or safely excrete this increased metal content; higher mammals usually allow it to build up in their bones and then "shed" it through the skin in a painful molting process each spring. With the male razorbeast, however, the metal is somehow accreted into long, razor-sharp edged spines (similar to dagger blades) that emerge from the spinal column and the pterotarsal bones in the wings.

Behavior: Male razorbeasts use these spines in mating battles and to defend their nests in rocky declivities. Female razorbeasts do most of the hunting, swooping down on smaller mammals (especially the Tarkassian hexapig) and fish. Humanoids are too large (and smell too weird) to be considered prey by female razorbeasts, but if a female is in heat, any nearby male razorbeast may attack a humanoid between himself and his love object. Similarly, any visitor—humanoid or not—to a razorbeast nest (especially if there are cubs present) will suffer a fanatically fierce attack. The male razorbeast maintains a pride of five to ten females, who adopt a new male when theirs dies (male life spans are less than half that of female razorbeasts; possibly due to metal buildup in key organs), usually after a ferocious all-comers battle.

Encounters: A Tarkassian razorbeast is large and powerful enough to be a momentary threat, but is unlikely to be the prime mover of the episode. However, the energetic, metal-rich troposphere of

Tarkas IX could bring down a shuttlecraft, especially during an ion storm in nearby space. A crashlanded Crew with no weapons except what they can improvise would face razorbeasts on far more even terms, especially if they are slowed down by an injured comrade (or by Supporting Cast ecologists insisting that killing razorbeasts will damage the Tarkassian biosphere). Ferengi traders might follow the rumors that somewhere on Tarkas IX a family of razorbeasts lives with extruded latinum spines...

TELERAPTOR

Teleraptors are impressive birds with dark brown feathers and a golden-brown crest. Their hooked beaks and talons are also golden-colored, and many have faint gold highlights in their tails and at the tips of their broad wings.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: MEDIUM (2 M WINGSPAN)
ATTRIBUTES: STR 5 (±0), INT 5 (±0), AGL 11 (+2), VIT 3 (–1), PRE 3 (–1), PER 8 (±0), PSI 4 (±0)
REACTIONS: QUIK +5, SAVV ±0, STAM +3, WILL +1
MOVEMENT: FLYING 12 M/80 M/20 KM
LIFTING/CARRYING CAPACITY: 100 KG MAX (10 KG ORAL)/25 KG LIGHT
DEFENSE: 9
HEALTH: 3
WOUND LEVELS: 5 LEVELS
SKILLS: ATHLETICS (DIVE) +3, OBSERVE +6, STEALTH +3, SURVIVAL +8, TELEPATHY +4, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: EVASION, FEROCIOUS (WHEN ATTACKING), FLYING, NATURAL WEAPONS (BEAK AND TALONS 1D6+3), TRAIT (PSIONIC)
TN EQUIVALENT: 10

DESCRIPTION

ENVIRONMENT: The teleraptor is native to the planet Rigel VII, and are the favored pets of Orion princes. These birds are usually found in wooded areas near large streams or rivers, and frequent small colonies, villages, and outposts. They build nests in tall trees or along low cliffs to maintain a good view of the area and good defensibility. Teleraptors are daytime hunters, and prefer to attack at dusk, when their coloring makes them more difficult to see. Because of this, most Orions are careful not to wander into the woods in the early evening hours.

BEHAVIOR: The teleraptor is a solitary creature by nature, but it does form life-long mating bonds. The pair typically hunts together, and the two attack on either side of their prey simultaneously. Meat is carried back to the nest for any offspring, who typically cannot leave the nest until six months after hatching.

Teleraptors are carnivorous hunters, and prefer fish, woodland animals, and smaller birds for their prey; they have been known to attack humanoids should the opportunity present itself. These creatures are telepathic, and hunt with their mind more than their other senses. They wheel on the thermals in widening circles around its nest, casting its thoughts over the area in search of prey. When they detect another mind, the teleraptor drops into a steep dive. At the last instant the creature brakes, flaring its wings backward so its talons strike first. Then it uses its long beak to stab at the victim, generally striking the face and eyes. If possible, the teleraptor may grasp its quarry, fly up a hundred meters or so, and then drop it, repeating this process until it is dead.

While the teleraptor can sense the minds of its prey, its thoughts remain on the level of an animal. It cannot communicate intelligently. Domesticated teleraptors have been known to communicate basic needs to their owners—hunger, sleepiness, fatigue, a desire to hunt or fly. Characters with telepathic ability can communicate with a teleraptor, thought its capacity to understand is limited. Finally, trying to convince a teleraptor to cease its attacks telepathically is affected by the creature's Ferocious ability.

ENCOUNTERS

Teleraptors make dangerous opponents. Travelers to the forests of Rigel VII could easily fall prey to one or more teleraptors; the creatures aren't influenced by size. More commonly, the teleraptor is found in the company of Orion merchant princes, who keep the exotic, golden bird as a sign of status. They enjoy the teleraptor's ability to detect the minds of others, and often employ domesticated specimens as personal guardians against intruders and assassins. Other telepathic species appreciate the bird's abilities, and the chance to share a mental bond with their pet.

TER'AK

Native to Romulus, the *ter'ak* is an agile feline measuring one meter long with large eyes and ears, brownish-green fur, and vicious claws.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: SMALL (1 M LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 5 (±0), VIT 0 (–6), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –3, WILL –4
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (JUMP) +3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: CAMOUFLAGE, CUNNING (HUNTING), NATURAL WEAPONS (CLAWS 2D6–3)
TN EQUIVALENT: 15 (3)

DESCRIPTION

Native to the forests of Central Valcaria on Romulus, these creatures hunt in packs of three and have been known to make unprovoked attacks. They lie in wait high in the trees to take advantage of surrounding camouflage, with each animal staking out a particular location from which to strike. They tend to coordinate their attacks, which consist of an initial assault by the dominant hunter aimed at eyes or other vital spots with subsequent assaults by the rest of the pack occurring from unexpected directions. If they don't make the quick kill, the cats vanish back into the forest to await another opportunity or easier prey. This style of attack has earned the *ter'ak* the nickname "ghost cat" and there is an entire school of military strategy devised around their hunting style. Although only found on Romulus, some Romulan commanders have been known to take feral specimens as a pet.

TIBERIAN BAT

The Tiberian bat closely resembles a large Earth tarsier, without eyes and with batlike wings instead of upper limbs. Its head is very large for its size, with a long, narrow nasal organ and flattened ears wrapped almost all the way around its skull. Its triangular mouth can (and does) emit a wide variety of sounds.

CREATURE STATISTICS

FORM: ANIMAL
DIET: INSECTS (SPECIFICALLY THE TIBERIAN FEN MOTH)
FEEDING HABITS: CHASER
SIZE: SMALL
ATTRIBUTES: STR 3 (–1), INT 6 (±0), AGL 11 (+2), VIT 3 (–1), PRE 8 (+1), PER 11 (+2)
REACTIONS: QUIK +4, SAVV +2, STAM +3, WILL +1
MOVEMENT: 12 FLYING, 6 TREETOPS
LIFTING/CARRYING CAPACITY: 6 KG
DEFENSE: 9
HEALTH: 2
WOUND LEVELS: 4
SKILLS: ATHLETICS (FLY) +3, OBSERVE (SMELL) +5, STEALTH +1, SURVIVAL (FORESTS, FENS) +5
SPECIAL ABILITIES: CUNNING, EVASION, EXTRAORDINARY SENSES (CHEMORECEPTION, SONAR), FEROCIOUS (DEFENSE OF ITS MATE), FLYING, SKILL FOCUS (KEEN SMELL), SPEED
TN EQUIVALENT: 5

Description

Brownish, large-headed biped with prehensile toes and wide, leathery wings; wingspread up to 1.5 m, massing up to 30 kg.

The Tiberian bat mates for life, after about a decade of maturation and adolescence. Its primary prey, the Tiberian fen moth, is migratory; the Tiberian bat has evolved a very complex navigational and tracking ability with very sophisticated ground and weather recognition. Tiberian bats now eat many different kinds of moths, grubs, and worms, and can lead each other to colonies or flocks of food over thousands of kilometers. Some biologists believe that in a short time, evolutionarily speaking, the Tiberian bat could evolve to true sentience.

Description

The *tika* cat comes from the arboreal zones of Solstice IV in the Delta Quadrant, and is widely known for being a timid hunter. In truth, since much of its sustenance comes from eating plentiful slow moving grubs and beetles, there is rarely a need for a *tika* cat to get aggressive. They live and hunt in small prides of no more than 1d6 animals. The inhabitants of Solstice IV encourage them to live on their farms, where the *tika* cat keeps down the population of destructive mangar beetles.

Tikas are best known for their ultrasonic hearing and trilling vocalizations. A *tika* cat can hear sounds much higher than those registered by humanoid ears, which aid it in hunting. And their trilling serves both as a lure to the beetles that form the bulk of their diet and as a mating call. Every year during the springtime, tourists visit the lakes fed by the Sibilene glacier to hear the cats call to each other throughout the night.

89-7

22-80

TIKA CAT

With its wide eyes and equally oversized paws, this small, timid looking feline grows to an adult size no bigger than that a Terran kitten. It produces a strangely beautiful trilling.

Creature Statistics

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: SMALL (.75 M LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 5 (±0), VIT 0 (–6), PRE 4 (±0), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –3, WILL –4
MOVEMENT: 3 M/20 M/5 KG
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (CLIMB) +3, INFLUENCE +1, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: EXTRAORDINARY SENSE (ULTRASONIC HEARING), LURE (TRILLING), NATURAL WEAPONS (CLAWS 1D6–3)
TN EQUIVALENT: 5

89-7

32-80

TOXIC SLUG

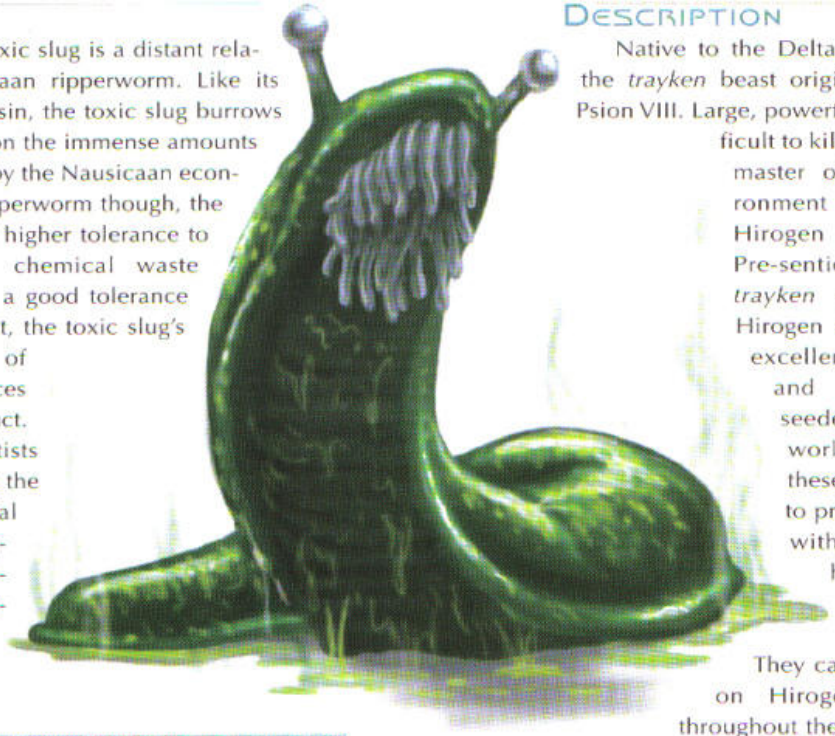
A dark green invertebrate that can grow up to three meters in length, the toxic slug has silver-grey colored orbs for vision and specialized cilia growing around the circumference its mouth.

Creature Statistics

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: GRAZER
SIZE: LARGE (3 M LONG)
ATTRIBUTES: STR 2 (–2), INT 0 (–6), AGL 1 (–3), VIT 2 (–2), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK ±0, SAVV –1, STAM +1, WILL –2
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (SWIM) +4, OBSERVE +2, STEALTH +1, SURVIVAL +6
SPECIAL ABILITIES: ABSORPTION (CHEMICAL WASTE), AMORPHOUS, ANAEROBIC RESPIRATION (METHANE–RICH WASTE), BURROW (THROUGH WASTE), GANGLIA, INVULNERABLE (CHEMICAL WASTE), RESISTANCE (RADIATION)
TN EQUIVALENT: 10

DESCRIPTION

The so-called toxic slug is a distant relative of the Nausicaan ripperworm. Like its more infamous cousin, the toxic slug burrows through and feeds on the immense amounts of waste produced by the Nausicaan economy. Unlike the ripperworm though, the toxic slug has a far higher tolerance to potentially lethal chemical waste products and even a good tolerance for radiation. In fact, the toxic slug's own processing of what it eats produces a far safer byproduct. Federation scientists have been studying the slug as a potential response in cleaning up severe chemical spills or hazardous wastes.



TRAYKEN BEAST

This hulking, horrifying creature stands up to 4 meters tall at the shoulder, armored with a carapace bristling with spikes, and possessing hooked double-jointed "hands" and cruel, intelligent eyes. It can walk upright but prefers to walk bent over on its hooks, similar to a Terran gorilla.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: LARGE (4 M TALL)
ATTRIBUTES: STR 9 (+1), INT 4 (±0), AGL 7 (±0), VIT 4 (±0), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +4, WILL +1
MOVEMENT: 9 M/60 M/15 KM; RUNNING 30 KM/HR
LIFTING/CARRYING CAPACITY: 180 KG MAX (18 KG ORAL)/45 KG LIGHT
DEFENSE: 7
HEALTH: 4
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ARMOR (CARAPACE; DEFLECTS 5 DAMAGE), EXTRAORDINARY SENSE (ULTRAVIOLET VISION), FEROCIOUS (WHEN DEFENDING TERRITORY), NATURAL WEAPON (HOOKS 2D6+1), REGENERATE (RECOVER 1 POINT OF DAMAGE PER MINUTE), RESISTANCE (ENERGY WEAPONS), SPEED (RUNNING)
TN EQUIVALENT: 20 (4)

DESCRIPTION

Native to the Delta Quadrant, the *trayken* beast originates from Psion VIII. Large, powerful, and difficult to kill, it was the master of its environment until the Hirogen arrived. Pre-sentient, the *trayken* led early Hirogen on several excellent hunts and so they seeded other worlds with these creatures to provide them with different hunting environments. They can be found on Hirogen worlds throughout the quadrant.

A carnivorous chaser, small bands of *trayken* beasts live and hunt together, charging out of underbrush to attack their quarry. They prefer to hunt at night, making use of their ultraviolet vision, and their terrible hooting screams can be heard piercing the darkness. Their short bursts of speed and ferocity when defending their territory makes them dangerous prey.

TRELKA

An emerald colored serpent with distinct black and red coloring around its head and eyes, the *trelka* is native to the planet Remus. Known as the "striking fang" the *trelka* is notorious for its lightning strike and virulent poison, and its leaps of up to 10 meters to catch prey.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: MEDIUM (2 M LONG)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 5 (±0), VIT 1 (–3), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM –2, WILL –4
MOVEMENT: 6 M/40 M/10 KM; JUMPING 12 M
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 7

HEALTH: 1
WOUND LEVELS: 5
SKILLS: ATHLETICS (JUMP) +3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: INVULNERABLE (TRELKA TOXIN), NATURAL WEAPON (FANGS 1D6–2), SPEED (JUMPING), TOXIN (INJECTION, ONSET: 1D6 ROUNDS, POT. +5, DIAG. ±0, TREAT ±0, EFFECT 3D6, 3 STAGE, 2ND EFFECT: HALF)
TN EQUIVALENT: 5

Description

Environment: The *trelka* is a serpent native to the swamps of the Korex Delta on the southernmost part of Valis'Shar on the planet Remus. Due to the swamp's dangerous environment, Romulan settlements are few and the *trelka* has remained the swamp's dominant predator.

Trelkas are arboreal creatures and can usually be found in trees sunning themselves or looking for birds or bird eggs (their primary source of food). *Trelka* hunt alone, waiting in the trees, hiding among the foliage, for the opportunity to strike. Hungry *trelka*, however, have been known to go to ground to ferret out small mammals and lizards. *Trelka* can swallow prey up to four times their size by unhinging their jaw and slowly taking in their victim while crushing its bones.

Behavior: *Trelka* are extremely patient, moving from tree to tree with languorous motion and infinite care. They are feeders of convenience, striking at whatever prey comes their way; when they sense the presence of a small animal, they curl themselves into a tight coil and wait for their quarry to arrive. They then strike quickly and efficiently, leaping out and injecting their venom. Their poisonous bite is one of the deadliest found on Remus. Once the victim has stopped moving, the *trelka* devours its meal whole and digests it over the course of several days.

Interestingly, *trelka* are highly protective of their young, with females typically guarding their initial clutch of eggs for up to three months until they hatch. Then, the young attach themselves to her neck through a series of specialized 'blood nodes' which serve as the nutritional source for them for another three months. Afterwards, their fangs and poison sacs grow in and they detach from the mother to head off into the swamp on their own.

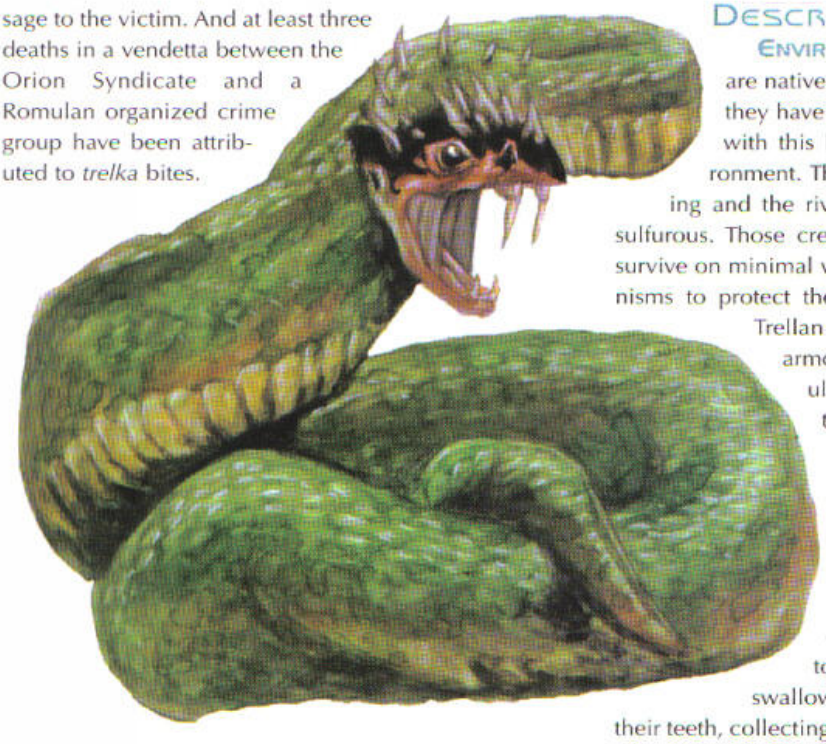
Encounters

Trelka, of course, do not make a habit of eating humanoids because of their size. They are easily startled however, and frequently bite those who disturb them. Most encounters occur in the snake's native habitat, usually by incautious Romulan sightseers. Recently, as urbanization has encroached on the edges of the Korex swamp, *trelka* have been found in the city of Guthara. Stories of half-starved, angry *trelka* occupying freight shipped from Guthara remain unconfirmed (though disturbing).

While *trelka* have not migrated to other planets either inside or beyond Romulan space the way some other species have, a few have been reported. The *Tal Shiar* sometimes like to use them as a means of assassination, particularly when they wish to send a mes-

Trayken Beast

sage to the victim. And at least three deaths in a vendetta between the Orion Syndicate and a Romulan organized crime group have been attributed to *trelka* bites.



TRELLAN CROCODILE

The Trellan crocodile is an immense crocodile-like creature, 8 meters or longer in length, with massive jaws, vicious claws that can burrow through solid stone, and sacs in its jaws that allow them to secrete acid.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: POUNCER
SIZE: MAMMOTH (8 M LONG)
ATTRIBUTES: STR 15 (+4), INT 2 (–2), AGL 5 (±0), VIT 3 (–1), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +3, SAVV ±0, STAM +4, WILL –2
MOVEMENT: 24 M/180 M/40 KM
LIFTING/CARRYING CAPACITY: 300 KG MAX (30 KG DRAL)/95 KG LIGHT
DEFENSE: 7
HEALTH: 7
WOUND LEVELS: 7 (3 LEVELS HEALTHY)
SKILLS: ATHLETICS (JUMP, SWIM) + 3, STEALTH +5, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +4
SPECIAL ABILITIES: ARMOR (TOUGH HIDE, DEFLECTS 8 DAMAGE), BURROW (ROCK), CAMOUFLAGE, CORROSION (BITE, ONSET: 1D6 MINUTES, POT: +5, EFFECT: 2D6 ROCK & CONCRETE), INVULNERABLE (CORROSION), NATURAL WEAPONS (TEETH 3D6+4, CLAWS 2D6+4),
TN EQUIVALENT: 15

DESCRIPTION

ENVIRONMENT: The Trellan crocodiles are native to the salt flats of Trellus V. There, they have adopted unique methods to cope with this harsh and often unyielding environment. The salt flats are hot and unforgiving and the rivers crossing them are unusually sulfurous. Those creatures making their homes here survive on minimal water and require specific mechanisms to protect themselves from the heat. For the Trellan crocodile, this means a system of armored plates that serve as heat regulators and protection from predation.

Because they inhabit the sources of water on the salt flats, Trellan crocodiles make the only truly successful predator in the region. Much of their success results from their ability to convert the sulfurous river water to concentrated sulfuric acid. They swallow river water and strain it through their teeth, collecting the sulfur and some water in special sacs behind their mouth, to which they add specialized enzymes.

During egg-laying season, the Trellan crocodile burrows into the rocky landscape to create a nest, and their claws are strong enough to dig easily through most stone. They have been known to tunnel underground during the dry season to find water and escape the heat.

BEHAVIOR: Trellan crocodiles usually hunt alone and make patient hunters. They lurk beneath the water's surface, waiting for prey to approach, then spring out and seize the creature in their powerful jaws. With the victim trapped and struggling, the crocodile releases some of its sulfuric acid to penetrate through any armor the prey may have to get to the soft flesh underneath. Large herds of animals approaching the water to drink have been known to cause a feeding frenzy. They attack anything, no matter its size, and follow their quarry should it attempt to escape further inland.

During egg-laying season, the female of the species becomes extremely protective, even attacking their mates. The strongest males survive this period and live to the next mating season, while weaker males are culled from the breeding pool. Other times of the year, the Trellan crocodile isn't especially territorial.

ENCOUNTERS

The crocodile's ability to form acid saliva and other adaptations to its harsh environment has long made it a research subject by Federation scientists. Each year, several researchers set up camp on the salt flats to study the creatures in their native habitat.

A recent mineral discovery in the region by Trellan engineers threatens to endanger the ecosystem and the crocodile population. Their tendency to burrow through rock during the dry season concerns mining operators, while the diversion of water resources to accommodate mining worries scientists and conservationists. The Trellan want to excavate the zenite deposits, and have a plan to relocate the animals farther down-river.

TRIBBLE

Cuddly, soft, harmless furballs in colors from calico to auburn, tribbles seem like the ultimate pet. They're clean, they freely show affection, and they eat anything. And everything. And convert this nutrition into more tribbles. And more tribbles. And more tribbles.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVOROUS, BUT PRIMARILY GRASSES AND GRAINS
FEEDING HABITS: GATHERER
SIZE: TINY (10 CM LONG)
ATTRIBUTES: STR 1 (–3), INT 1 (–3), AGL 1 (–3), VIT 2 (–2), PRE 8 (±0), PER 4 (±0)
REACTIONS: QUIK ±0 SAVV ±0 STAM –2 WILL –2
MOVEMENT: CRAWLING 1M/7M/2KM
LIFTING/CARRYING CAPACITY: 0 KG
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 2
SKILLS: SURVIVAL +2 (GRASSLAND)
SPECIAL ABILITIES: DETERRENT +5 (TRILLING)
TN EQUIVALENT: 20 (100)

DESCRIPTION

A small ball of fluff; 5-20 cm long, massing 30-2000 g.

In their wild state, tribbles must have existed in an almost insupportably predator-rich environment. Slow, weaponless, and tasty, their sole defense is a kind of trilling, which creates a state of happy calm in most mammals. Only Klingons seem resistant to it; the two species react with instant mutual dislike (Willpower reaction test against TN 25 to resist recoiling). For this reason, the Klingon Defense Force wiped out the tribble homeworld during a controversial, expensive mission in the 2280s—only to see their work undone by individual traders (who had hoarded the lucrative pets) and by an unauthorized Starfleet time voyage in 2373.

TWO-HEADED MALGORIAN

With a large, bloated body covered in rough hide and two heads perched atop long, snaky necks, the two-headed malgorian looks like a bizarre and vaguely comical creature.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GATHERER
SIZE: LARGE (3 M LONG)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 1 (–3), VIT 2 (–2), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK –1, SAVV –6, STAM –2, WILL –1
MOVEMENT: 9 M/60 M/15 KM
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (SWIM) +2, OBSERVE +4, SURVIVAL +7, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: GANGLIA, PREHENSILE APPENDAGE (EXTRA HEAD), MULTIPLE ATTACKS (EXTRA HEAD), NATURAL WEAPON (TEETH, 1D6–2)
TN EQUIVALENT: 5

DESCRIPTION

Native to Bajor's Serrilian swamps, the two-headed malgorian wanders about its environment grazing on water plants. They typically spend their days submerged in the water, much like the Terran hippopotamus. Their short, stumpy legs give them a graceless, shambling gait, but keep the creature from becoming stuck in the mud.

Neurologically, the animal only possesses one brain, located in its upper chest, with a series of diffuse ganglia relaying messages to its mouths and sensory apparatus. Their two heads allow them ample opportunity to sample foliage on both sides of their bodies. Because the heads lack independent brains, however, they sometimes become tangled or appear to be moving in opposite directions, which has earned the two-headed malgorian the dubious distinction of being unable to make up its mind.

VALIT

A rodent native to Vulcan, the *valit* has sand-colored fur, large frontal claws, oversized ears, and a strangely intelligent-looking face. The *valit* is a small burrower able to tunnel through solid rock.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: GATHERER
SIZE: SMALL (.75 M LONG)
ATTRIBUTES: STR 1 (–3), INT 3 (–1), AGL 4 (±0), VIT 0 (–6), PRE 0 (–6), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV ±0, STAM –3, WILL ±0
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 20KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (RUN) +2, OBSERVE (LISTEN) +3, STEALTH +3, SURVIVAL +7
SPECIAL ABILITIES: BURROWING (VOLCANIC ROCK), CUNNING (HIDING FROM PREDATORS), EXTRAORDINARY SENSE (SUBSONIC HEARING)
TN EQUIVALENT: 5

DESCRIPTION

This strange little rodent is found predominantly on the volcanic plains of Vulcan. *Valits* live primarily on insects, grubs, and the few plants growing in the region, such as the *tir-nuk* tree. It is known for its devotion to its family (which can number in the dozens) and its exceptionally sharp claws. They can burrow through tough volcanic rock to build their extensive dens, expose succulent *tir-nuk* roots, and widen cracks in stone formations to get at food.

The *valit* frequently infests Vulcan homes and contemplative rock gardens. Their hearing is exceptional, and their nests extensive, making them difficult to root out. Vulcan scientists have searched for years for a successful way to eliminate *valit* infestations.

VICARIAN RAZORBACK

The razorback is a cross between a Terran wolf and porcupine, its lupine back covered with bristling quills. Its mouth boasts three rows of sharpened teeth, which it uses to tear at its prey. They are vicious killers able to chase down their quarry over land, and make expert hunters at night through the use of echolocation.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: LARGE (2.8 M LONG)
ATTRIBUTES: STR 9 (+1), INT 3 (–1), AGL 5 (±0), VIT 8 (+1), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV –6, STAM +4, WILL +2
MOVEMENT: 9 M/60 M/15 KM; RUNNING 30 KM/HR
LIFTING/CARRYING CAPACITY: 180 KG MAX (18 KG ORAL)/45 KG LIGHT
DEFENSE: 7
HEALTH: 9
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (JUMP, RUN, SWIM) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ARMOR (BONE QUILLS, DEFLECTS 5 DAMAGE), CUNNING (HUNTING), EXTRAORDINARY SENSE (ECHOLOCATION), NATURAL WEAPON (BITE 2D6+1, QUILLS 1D6+1), RANGED ATTACK (QUILLS), REGENERATE (RECOVER 2 DAMAGE PER 1/2 HOUR), SPEED (RUNNING)
TN EQUIVALENT: 10 (6)

DESCRIPTION

ENVIRONMENT: The Vicarian razorback first originated in the jungles of Vicar IV, but migrated from its natural habitat into a number of different biomes. To protect itself from the wide variety of leaping predators in the Vicarian jungles, the species evolved bony, feather-shaped quills. Wide, long and hollow, these quills are razor-sharp and can be flung with lethal force. This makes the razorback the premier predator in its environment.

Due to the darkness beneath the unusually thick foliage in the jungles of Vicar IV, razorbacks utilize an alternate means to locate prey, employing a primitive form of sonar to supplement its vision; razorbacks in other environments retain this ability. They prefer areas uninhabited by other predators, to limit competition for resources, but remain in areas where civilization encroaches and must be relocated; since the species also has an extremely efficient regenerative system, they are hard to get rid of as well.

BEHAVIOR: The razorback spends most of its waking hours to hunting. Carnivorous, they chase down just about anything they can catch, though they prefer smaller game because of the amount of energy required to run them down. Because of their ability to hunt through sound, they are nocturnal.

They are social animals, living, hunting, and playing in family groups. They have a sophisticated method of communication that relies on their echolocation to tell each pack mate where others in the group are located. Unlike Terran wolves, the Vicarian razorback does not back down from confrontation. Rather than flight, razorbacks defend themselves and the security of their pack. Even if the dominant animal, male or female, is killed, the pack continues to fight (leading some Humans to compare them to badgers or Tazmanian devils).

ENCOUNTERS

Vicarian razorbacks hunt in packs throughout the year and they make cunning adversaries. Although the number of razorback attacks on humanoids are rare, they have been known to occur when their territory has been encroached upon. A few scientists have attempted to capture a specimen to study its regeneration ability and have suffered razorback attacks. As one of the more dangerous animals in the Alpha Quadrant, the razorback has found its way into a number of private preserves (often illegally) and makes a favorite target of Klingon hunters.

More troubling, as the inhabitants of Vicar IV increasingly move into the razorback's territory, so do the number of reports of attacks on people. Some fear the animals will be hunted to extinction, upsetting the delicate ecological balance by resulting in an increase in the very animals the razorbacks hunt.

VOLE

Voles are six-limbed, hairless rodents hailing from Cardassia Prime. Large, red eyes and teeth able to chew through power conduits round out the creature's appearance.

CREATURE STATISTICS

FORM: ANIMAL
DIET: OMNIVORE
FEEDING HABITS: SCAVENGER
SIZE: SMALL (.95 M LONG)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 1 (–3), VIT 3 (–1), PRE 0 (–6), PER 5 (±0)
REACTIONS: QUIK ±0, SAVV –6, STAM +3, WILL –1
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 4
SKILLS: ATHLETICS (CLIMB, JUMP, RUN) +2, STEALTH +2, SURVIVAL +6, UNARMED COMBAT: NATURAL WEAPONS +2
SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED, LIMITED TO 3 HOURS), ABSORPTION (ELECTROMAGNETIC FIELDS), ARMOR (TOUGH HIDE, DEFLECTS 1 POINT OF DAMAGE), BURROW (CONDUIT PIPING), INVULNERABLE (RADIATION), NATURAL WEAPON (CLAWS 1D6–3, TEETH 3D6–2)
TN EQUIVALENT: 5 (6)

Description

Environment: Voles originate on the fire plains of Cardassia Prime but, much like rats on Earth, they spread across the planet. They nest almost anywhere they can find food, often infesting food stores and waste reclamation systems found in civilized areas. Like rats inhabiting the holds of Earth's ancient sailing vessels, voles take up residence on board Cardassian starships and bases.

Their teeth are extremely powerful; they have been known to chew through power conduits. Voles fan out from their nests in waste reclamation systems and food stores as their population increases. They are apparently attracted to electromagnetic fields and can be found throughout a vessel's superstructure.

Behavior: Voles live in large packs and are prolific breeders. When their population exceeds the capacity of the environment to sustain them, they simply feed on each other until they establish equilibrium. Omnivorous scavengers, they feed on whatever detritus or carrion they find—animal or vegetable. They do not normally attack anything larger than themselves, preferring to run and hide where they cannot be reached. A trapped vole will do anything to survive, however and when cornered they can become vicious.

Encounters

Beyond Cardassia Prime and other Cardassian colonies, voles can frequently be found in Cardassian starships and space stations. If left untended for too long, voles tear through the power conduits to get to the electromagnetic fields within, which can cause power interruptions and outright damage. The problem is not limited to Cardassian vessels, however, as the prevalence of interstellar travel has introduced voles to Starfleet, Klingon, and Vulcan starships as well. Engineers are the most likely to encounter voles.

Vole fighting is a popular sport among the less savory establishments along the frontier, particularly where Cardassian gamblers congregate. Starved voles are thrown into a small ring, where they fight to the death. On at least one occasion, several voles escaped their cages and infested the sewers of a Klingon colony. The Federation considers such games to be inhumane and banned them but this has not stopped the practice.

Wherever they are found, voles make tenacious vermin. They have the ability to stop breathing for a limited period of time, which means simply flooding a vole nest with toxins doesn't always work. And their ability to absorb energy makes them difficult to stun. The only sure way to eradicate a vole nest appears to be phasering each one individually.

Vorian Pterodactyl

With its bottle nose and liquid black eyes, the head of the Vorian pterodactyl closely resembles that of the Earth dolphin. The resemblance ends at the blowhole; two ropy, muscle-bound flippers double as legs, and the "dolphin's" ribcage unfolds into two enormous delta wings. With its legs tucked up beneath its abdomen and its thick tail straight out, the pterodactyl almost becomes a single "lifting body," intensely aerodynamic (and hydrodynamic for underwater travel). A Vorian pterodactyl can actually lift six times its weight, and given a favorable updraft, can even carry this load some way up a cliffside. To maintain these muscles (and the equally powerful ones that drive and stiffen its wings), the Vorian pterodactyl must hunt and eat almost constantly. Its iridescent green hide matches the pattern of an algae drift from above, and the green sunlight of Vor Prime on the water from below.

Creature Statistics

Form: Animal
Diet: Fish
Feeding Habits: Gatherer
Size: Mammoth
Attributes: STR 30 (+12), INT 3 (–1), AGL 9 (+1), VIT 14 (+4), PRE 3 (–1), PER 8 (+1)
Reactions: Quik +1, Savv +1, Stam +4, Will +5
Movement: 24 flying/gliding, 16 swimming, 2 waddling
Lifting/Carrying Capacity: 800 kg
Defense: 8
Health: 26
Wound Levels: 7 (3 levels healthy)
Skills: Athletics (fly, swim) +3, Bite +3, Survival (ocean) +3, Tail Slam +5
Special Abilities: Flying, Natural Weapon (Bite, 1D6+4; Tail Slam, 2D6+6)
TN Equivalent: 20 (4)

Description

Iridescent green pterocetacean with a powerful tail; 15 m wingspan, 100 kg mass.

Environment: Voria III orbits the bright green star Vor Prime. Slightly warmer, and much wetter, than Earth, its temperate zones extend almost all the way to its poles; a powerful set of circulator currents even out global temperatures except in the true tropics. The Vorian pterodactyl lives on the oceanic cliff sides of Voria III's many rocky, volcanic islands. Like the cetaceans of Earth, it can dive and swim underwater for up to an hour without surfacing. Vorian pterodactyls dine well on the rich bounty of crustaceans,

fish, and other sea life that gather in the coastal currents and eddies of the Vorian seas and channels.

Behavior: Vorian pterodactyls spend almost all of their waking hours hunting for fish. Generally, they dive from their clifftop nests or from nearby cliffs, swoop down, and grab the largest fish they can find with their feet or beak without breaking the water's surface for long. They then catch updrafts and return to their nest to devour their catch; after feeding, the cycle begins again. Even the rich fisheries of Voria III might suffer under such intense predation were the Vorian pterodactyl not migratory—every winter, they swim south to new feeding grounds where they also mate and breed. By the end of the winter, the young are old enough to feed themselves, and can make their way back north without hardship. The few predators willing to attack a Vorian pterodactyl must deal with not only the powerful flippers and tail of their target, but the eager willingness of any pterodactyl in range to come to the assistance of attacked fellows. A flock of pterodactyls is a match for even the largest eel-shark, which soon becomes sushi for the victorious cetaceans.

Encounters

A single Vorian pterodactyl is a momentary threat; a flock could conceivably cripple a shuttlecraft on the surface if they attacked when the doors were open and the phasers powered down. More likely, these voracious carnivores would strike after a storm or hurricane had already thrown the shuttlecraft against the rocks, as the crew paddle around in the shallows looking for subspace transponders or any other salvageable communications gear. Some Vorian pterodactyls use sharp rocks to crack stubborn shells or cut through cartilage; in search of such a striker a pterodactyl might even snap up some promising piece of wreckage (which just happens to be the crucial component needed for a rescue) and fly it to the top of the cliffs 400 meters above.

WANONI TRACEHOUND

Like many of the creatures of Betazed, the Wanoni tracehound very closely resembles its Terran analog, the hunting mastiff. Its limbs are slightly differently proportioned, with the hind legs somewhat longer and stronger. The other major difference (aside from the tracehound's light gray color) is the thick ring of muscle around the tracehound's throat and jaws. Tracehounds come in all sizes from 75 cm long "ratters" to "foghounds" that stand nearly 1.5 m high at the shoulder. Minor differences in various breeds exist, but the purebred Wanoni (the finest tracker of all Betazoid tracehounds) can be easily distinguished by its wide, almost spatulate nostrils.

Creature Statistics

Form: Animal
Diet: Carnivore
Feeding Habits: Chaser (Domestic)
Size: Small
Attributes: STR 5 (±0), INT 5 (±0), AGL 8 (+1), VIT 10 (+2), PRE 6 (±0), PER 18 (+6)
Reactions: Quik +6, Savv +6, Stam +2, Will +6
Movement: 3m/20m/5km
Lifting/Carrying Capacity: 100 kg
Defense: 8
Health: 10
Wound Levels: 4
Skills: Athletics (Run) +5, Bite +6, Investigate (Inspect) +5, Observe (Smell) +7
Special Abilities: Extraordinary Sense (Chemoreception), Ferocious (While on Scent), Natural Weapon (Bite, Grabs and Holds Target), Skill Focus (Keen Smell)
TN Equivalent: 10 (6)

Description

Gray, low-slung quadruped; 1 m long, masses 18-20 kg.

Environment: Wanoni tracehounds, like most Betazoid canines, evolved as pack hunters in the savannahs and plains of Betazed. Their waterproof coat evolved to help them ignore Betazoid's frequent rainstorms, and to allow them to track game through swamps and rivers—the Wanoni tracehound can actually filter water through its nostrils and detect traces of its prey's passage. Betazoid hunters of the Wanon region domesticated the tracehound early in Betazed's history; many of the beasts have also been bred for Empathy (Psi stat of 2, Empathy skill of +4).

Behavior: Domestic tracehounds are trained to grab and hold their quarry; they carry out their Bite attack as a Grapple (see box), but hold on at Strength + Willpower rather than Str alone. They do not slam their prey, but merely hold it until their handler can approach and deal with the animal.

Encounters

Wanoni tracehounds have spread everywhere in the Galaxy that Betazoids have. Any character, from a Starfleet officer asking too many questions on a frontier world to a Ferengi rogue with an unfortunate choice in trespassing options might find themselves trying to elude a Wanoni tracehound for more than a momentary threat.

WENTLIAN CONDOR SNAKE

Wentlian condor snakes are beautiful creatures with elongated, eel-like bodies, a pronounced ridge running down their backs, and incredible lacey wings measuring up to two meters in length. Their skin color ranges from pearly-white to silver and their wings are often light brown.

Like some snakes, their jaws can distend and open up to over twice the reptile's size.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: MEDIUM (1.55 M LONG)
ATTRIBUTES: STR 2 (–2), INT 1 (–3), AGL 5 (±0), VIT 1 (–3), PRE 0 (–8), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +1, WILL –2
MOVEMENT: 6 M/40 M/10 KM; FLYING 15 KM/HR
LIFTING/CARRYING CAPACITY: 40 KG MAX (4 KG ORAL)/10 KG LIGHT
DEFENSE: 7
HEALTH: 1
WOUND LEVELS: 5
SKILLS: ATHLETICS (FLY) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT (NATURAL WEAPON) +2
SPECIAL ABILITIES: FLYING, INVULNERABLE (CONDOR SNAKE TOXIN), NATURAL WEAPON (BACK SPINES, 1D6–2), TOXIN (INJECTION, ONSET: 1D6 ROUNDS, POT. +5, DIAG. ±0, TREAT +3, EFFECT STUNNED, 3 STAGE, 2ND EFFECT: NONE)
TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: The Wentlian condor snake is a native of the mountains of Palamar. They nest in crevices and caves at night, coming out during the day to hunt small birds. They have few natural predators. When they hunt, they rarely land, riding the thermals for hours until they spy suitable prey. They swoop down on their victims with lightning speed, relying on their maneuverability to keep up, and inject a neurotoxin with their bite. This paralytic numbs the victim quickly, which makes it easier for the condor snake to carry it back to its nest.

Local inhabitants harvest the condor snake for its toxin, primarily for use as an analgesic. The toxin also makes the condor snakes an interesting delicacy. If properly prepared, it produces a numbing and tingling effect in the extremities. This toxin can be dangerous to humanoids, however, and several die each year from poorly prepared condor snake.

BEHAVIOR: Wentlian condor snakes typically live and hunt alone or in mated pairs. Like reptiles on other planets, the condor snake is not especially territorial though it will fight to defend its nesting grounds. They do not normally attack creatures larger than themselves because they can't eat them. When cornered, however, they have been known to bite prior to taking flight.

During the mating season, male specimens will perform elaborate aerial acrobatics to attract a female. They rarely fight with each other. After mating, the male continues to hunt while the female protects her clutch of eggs. Once the infants reach the age of maturity, they leave the nest to find their own territory, often located nearby. Once per year, soon after mating, condor snakes molt, shedding their skin and feathers. During this period, they become aggressive, attacking intruders.

ENCOUNTERS

Wentlian condor snakes are most often encountered on their home planet, where a cottage industry has arisen around "snake watching" and catching specimens for food and byproducts. The local inhabitants of villages near the species' habitat specialize in catching and milking the snakes for their venom. The toxin may provide some relief for Gunji burning fever and Rigelian skin rot and it cannot be replicated.

Unfortunately, the popularity of these creatures has led to their possible demise. Poachers harvest large numbers of condor snakes for their meat (favored by Klingons in particular) and skins, and many are illegally exported each year to be sold as pets. The Regent of Palomar has attempted to impose stiff penalties for poaching, established a licensing system, and set strict limits on the number of animals taken each year. Game wardens travel off-world to track down the purchasers of illegal condor snake products and work with Federation personnel to track down smugglers.

GRAPPLE

This attack action can be attempted by any character in close combat; it is an action, not a key trait or skill. Carry out the Unarmed Combat attack as normal; if successful, you have grabbed your opponent. To move or attack, he must first defeat you in an opposed Strength attribute test; although this is a free action, it can only be attempted once per round. Once grappled, you may then attempt to slam your opponent into something; this requires 1 action and success at an opposed Agility test. If successful, your opponent takes 1d3 damage (plus any additional damage from being slammed into spikes or glowing coals, etc.). To move or attack otherwise, you must first let your opponent go. Grapple attacks can be dodged or parried.

WOMPAT

A small short-haired, dun-colored canine, the wompat makes a popular pet among Cardassian children.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: SMALL (1.2 M LONG)
ATTRIBUTES: STR 1 (–3), INT 0 (–6), AGL 1 (–3), VIT 1 (–3), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK ±0, SAVV –1, STAM –3, WILL –3
MOVEMENT: 3 M/20 M/5 KM
LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT
DEFENSE: 4
HEALTH: 1
WOUND LEVELS: 3
SKILLS: ATHLETICS (JUMP) +2, OBSERVE +3, STEALTH +1, SURVIVAL +7
SPECIAL ABILITIES: MIMICRY (SOUND ONLY)
TN EQUIVALENT: 5

DESCRIPTION

Native to Cardassia, this pet's natural habitat is the planet's temperate climes. Herbivorous grazers, wompats consume moss growing on the sides of Cardassian sword trees. They live in large groups among the underbrush and survive by virtue of an unusual defense mechanism—mimicry.

Much to the delight of children, these docile animals can produce a variety of sounds mimicking those of other animals and far louder than their size would suggest. They can mimic sounds as simple as the chattering of a vole, as cruel as a Cardassian riding hound, or as loud as an angry father. Wompats are easily domesticated and make fine, fastidious pets as long as they remain well fed. If not, they tend to use their mimicry in distracting ways and few parents can stand the constant chattering wompats can produce when upset.

For adult Cardassians, wompats can make strangely effective watch-animals if trained properly. They can be taught to make specific sounds when an intruder (someone other than the owner) enters the area and many Cardassians used wompats as a low-tech security option.

YAK BEAR

As its name suggests, the yak bear is an ursine creature with large horns reminiscent of a Terran yak.

CREATURE STATISTICS

FORM: ANIMAL
DIET: CARNIVORE
FEEDING HABITS: CHASER
SIZE: LARGE (2.6 M TALL)
ATTRIBUTES: STR 10 (+2), INT 1 (–3), AGL 5 (±0), VIT 2 (–2), PRE 0 (–6), PER 4 (±0)
REACTIONS: QUIK +2, SAVV ±0, STAM +5, WILL –1
MOVEMENT: 9 M/90 M/15 KM
LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT
DEFENSE: 7
HEALTH: 4
WOUND LEVELS: 6 (2 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT (NATURAL WEAPON) +2
SPECIAL ABILITIES: ARMOR (THICK SKIN, DEFLECTS 5 DAMAGE), FEROCIOUS (HUNTING/DEFENDING TERRITORY), NATURAL WEAPON (HORNS 2D6+2), RESISTANCE (ENERGY WEAPONS)
TN EQUIVALENT: 20

DESCRIPTION

The yak bear is a native of the planet Gaia, a temporally unstable planet briefly inhabited by the crew of the *U.S.S. Defiant* in an alternate time line. This unpleasant predator, which lived primarily in forested, temperate areas, proved a great hardship to the people of Gaia.

Unused to the presence of humanoids, it considered them prey and hunted crewmembers who strayed into its territory for a number of years. Resistant to energy weapons, the yak bear proved difficult to corral or warn away. Only a dedicated effort on the part of the *Defiant's* crew ultimately kept the creature at bay.

Yak bears work within a defined territory, hunting a variety of small animals within it. They are solitary hunters and meet other yak bears only once a year to mate.

YRIDIAN YAK

The Yridian yak is a truly impressive being reminiscent of a Terran mastodon, though it lacks a trunk. Instead, the yridian yak uses an excessively long tongue with which it feeds. The yak also boasts an immense pair of curved horns used in defense or mating rituals.

CREATURE STATISTICS

FORM: ANIMAL
DIET: HERBIVORE
FEEDING HABITS: GRAZER
SIZE: MAMMOTH (6M TALL)
ATTRIBUTES: STR 14 (+4), INT 0 (–6), AGL 1 (–3), VIT 3 (–1), PRE 0 (–6), PER 3 (–1)
REACTIONS: QUIK ±0, SAVV –1, STAM +4, WILL –1
MOVEMENT: 24 M/180 M/40 KM
LIFTING/CARRYING CAPACITY: 280 KG MAX (28 KG ORAL)/70 KG LIGHT
DEFENSE: 4
HEALTH: 7
WOUND LEVELS: 7 (3 LEVELS HEALTHY)
SKILLS: ATHLETICS (RUN) +3, OBSERVE +2, SURVIVAL +6, UNARMED COMBAT (NATURAL WEAPON) +2
SPECIAL ABILITIES: ARMOR (TOUGH HIDE, DEFLECTS 10 DAMAGE), NATURAL WEAPON (TONGUE 1D6+4), PREHENSILE APPENDAGE (TONGUE)
TN EQUIVALENT: 10

DESCRIPTION

Native to the Yridian homeworld, the yak ranks as one of the largest terrestrial creatures known. Though once driven almost to extinction, the Yridians instituted a rigorous program to bring these creatures back to prominence.

In the past, these beasts were used as gigantic pack animals and war chariots. Now herds are allowed to peacefully graze on the tundra preserves on which they thrive. It has been rumored that unscrupulous Yridian game wardens allow yak hunts for the right price but definitive proof has yet to be offered.

ENCOUNTER PROFILE

CREATURE

SCENE

ROLE

SETTING

CHALLENGE

ACTION

ACTIVITY

DEMEANOR

12-110

5523

985-89

0800-1

SM3081

ENCOUNTER PROFILE

CREATURE

SCENE

ROLE

SETTING

CHALLENGE

ACTION

ACTIVITY

DEMEANOR

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CREATURE PROFILE

NAME
FORM
DIET
SIZE

MOVEMENT
LIFTING
CARRY CAPACITY
FEEDING HABIT

	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH			
AGILITY			
INTELLECT			
VITALITY			
PRESENCE			
PERCEPTION			

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE — QUICKNESS | MISC. MODIFIER | TOTAL

DEFENSE 7+ — AGILITY MODIFIER | MISC. MODIFIER | TOTAL

WOUND STATUS

	MODIFIER		
HEALTHY			
DAZED			
INJURED			
WOUNDED			
INCAPACITATED			
NEAR DEATH			

SKILLS AND ABILITIES

DESCRIPTION

CREATURE ROLE

ROLE
EXPANDED ROLE

ORGANIZATION PATTERN

ORGANIZATION
ENCOUNTERED

DIFFICULTY

TN EQUIVALENT
EXPERIENCE AWARD

HABITAT

CLIMATE
TERRAIN
TERRITORY
LAIR

ENCOUNTER NOTES

CURRENT ACTIVITY

DEMEANOR	DIE ROLL

CREATURE SKETCH

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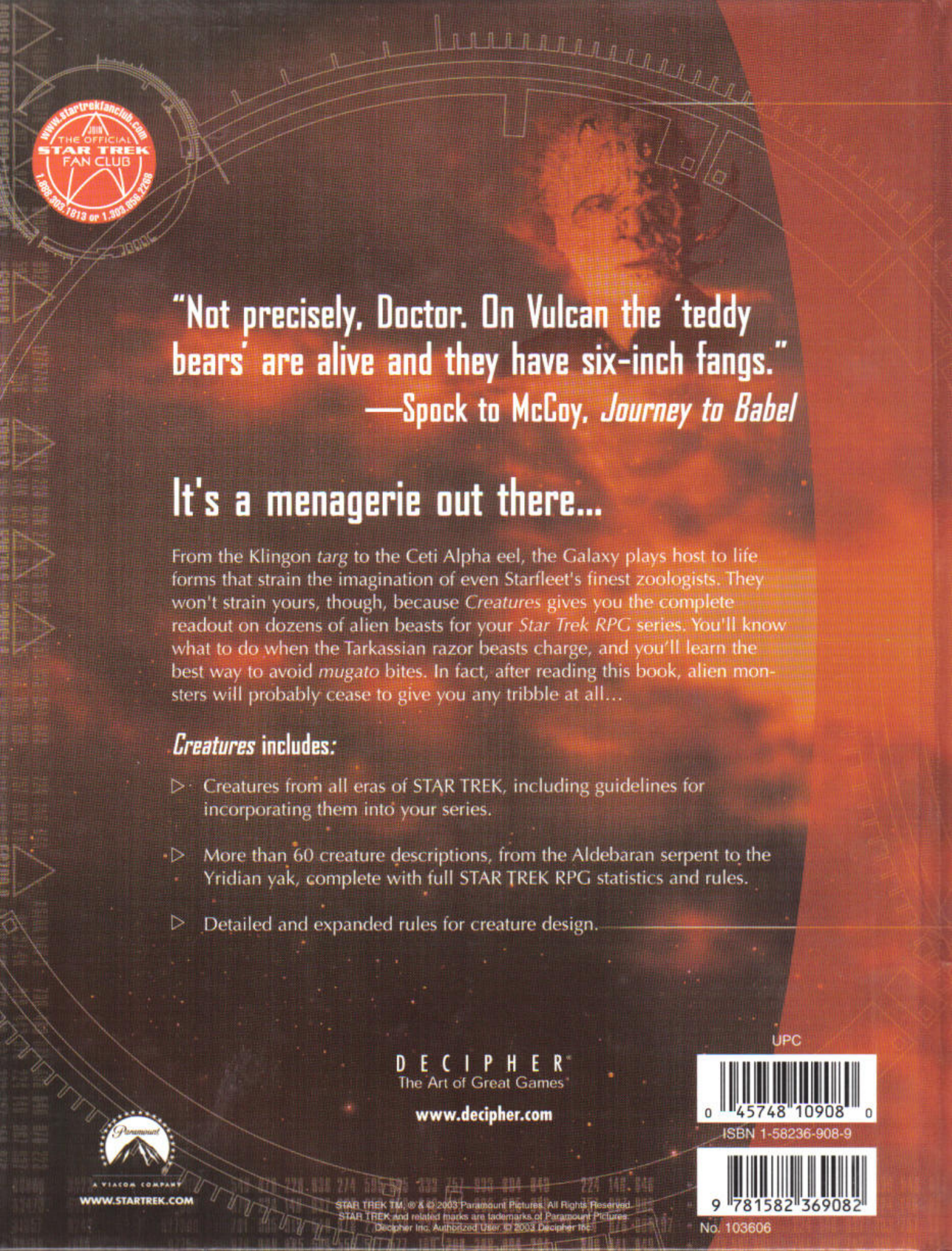

"Not precisely, Doctor. On Vulcan the 'teddy bears' are alive and they have six-inch fangs."

—Spock to McCoy, *Journey to Babel*

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